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MARCH '91

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COMPUTER + VIDEO GAMES

THIS GIRL IS POISON!!

REVIEWED ON SUPER FAMICOM

FINAL FIGHT

MONACO

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CONVERSION YET

REVIEWED!

FAMICOM SUPER MARIO WORLD

TURRICAN 2 SOLAR JETMAN

SNAKE, RATTLE 'N' ROLL

PRO TENNIS TOUR 2



WIN!!

EXTERMINATOR COIN-OP

SUPER FAMICOM AND
CONSOLES GALORE!!

NEW LOOK
ISSUE!

SPARKS O

You're ordered up to seek out and destroy the big pin of the **HA BIG CORPORATION**. You'll have to outwit his numerous army of body guards...gangs of charisma-hypnotic pollutants (a trench coat, the bullet brain with the



back of a rhinoceros and the breath of a dung beetle, packs of vicious canine guppies, the psychotic clown with a evil nose of humor - you'll die, but not laughing! Then there's the gas guzzling Cadillac Jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty cool music. And what about the big pin,

did I say he was Mr. Big? No, he's HA B



Seven levels of muscle-training, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME: ROBOCOP 2 IS THE PRIME DIRECTIVE.

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TOTAL R



OF GENIUS

RECALL

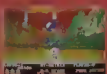
As Qiang builds you a trail to Hong Kong, discover your true identity, your mission to save a journey of our step action, strange mutants, futuristic vehicles and a startling array of megalomaniacs, combined in a game play that exemplifies the success of the quarter-millennium. **TRIAL BY FIRE**... a high-tech journey into the 21st Century.



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...guzzlers.



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MARCH #112

ED FIRST

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The complete list of games reviewed in this issue, the competition results from the January issue, and a bit of waffle from His Associates Editorship, Paul Glancey

CVC NEWS

10

John Cook reports from the Consumer Electronics Show in Las Vegas, and we reveal Mirrorsoft's new budget label, Terminator II, the Super Mario phone, and the new System 3 compilation!

YOB'S MAILBAG

20

The scourge of the mailack is back, and as per usual, whining and whinging about the sorts of letters he's getting - doesn't he ever let up?

CONT

CH-CH-CH-CHANGES

8

Oh, so we've changed the mag around a bit. But how exactly has it been improved? Check out the full breakdown on the new reviewing system on page 8.

CHEAT MODE

53

A new name, a new place and a new look for the playing tips section, and just look what's in there - the usual mix of tricks and tactics, but also players guides for Prince of Persia and Lotus Esprit Turbo Challenge!

AMABLE ADVERTISEMENT MANAGER: Nigel Taylor CUEBLY
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004

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1991 ISSN No: 0261-3367

*Together again!

MANAGING EDITOR
JULIAN 'HOT WHEELS'
RICHA LL

Another month at Hard Drive, for our Jules as he took on a selection of computer journals at racing last car's round the circuit at Brands Hatch. Did his 'Southend driving skills' earn him the chequered flag? Not quite, but he earned a commendation from the instructor for his unrelentingly 'sailing' skill!

ASSOCIATE EDITOR
PAUL 'DINKY' GLANCEY
The 'Leader of the Pack' doesn't really bask at the wheel, though he is a master of the supermarket trolley. 'My daredevil uncle is well known in the parlours of the local Tesco', he says, 'but safety always comes first - remember kids, always stick to soft drinks, look you do the sleeping'.

THE BYTESIZE BITS

The Budget and Updates sections are dead - long live Bytesize! Yep, these are just flat - machine specific sections with bite-sized reviews for your machine!

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MEGA DRIVE	72		

COMPETITION CORNER

ROASTIN', TOASTIN'

22

NOTLINES

Freaky phone-line paraphernalia to be grabbed by the binload, including yet another Super Famicom - so pick up that there reprod, and dial that number immediately - yes?

EX-TER-MIN-ATE!

27

How's about this, then, guys n' gals? A cooking Exterminator couch-op is up for grabs courtesy of those a-mazin' people at Audiogenic!

JAZZA'S ARCADE ACTION

96

The Hairy One trips down to the Great Video Arcade, and stuffs a few stools (snigger!) to check out the latest and greatest in Coin-op City-on-Sea!

CVC CHARTS

64

The all-new charts section, now incorporating Sega Master System and NES charts as well! Aren't we good to you?

EVENTS

SADIE'S HIGH SCORERS

65

Sadie's taken over the high scores pages, which can only mean one thing - trouble.

PREVIEWS

100

Whoo-ee! This month, we have a look at the Bitmap Brothers' biggest game yet - GOOSE! Could this be the platform game to end them all?



ART EDITOR
JON "CORGI" BILLINGTON
Art supremo Jon is often to be found in possession of a red Vauxhall Cavalier (aka...), which has the ability to carry no less than eight people to the back seat! (an... in a danger zone? "Not if they're very close friends," says Jon.



STAFF WRITER
RICHARD "MATCHBOX" LEADBETTER
Rich enjoys driving and much prefers to travel by British Rail. Unlike most commuters he isn't given a lift when his train is delayed for a couple of hours, because he can always find some partial female company to "keep his pecker up".



STAFF WRITER
ROBERT ONKA SWAN
The victim of a Gypsy curse, Bob courts disaster wherever he goes, so... It comes as no surprise that he failed his driving test. "I could do nothing about it," a meteorite, ended right in front of the... art his and his new... "Butts!" Then lightning struck the rear of the car, it was totally charred off... so he failed that. Ah... then all the wheels left off.

005

ED FIRST

Welcome to the new-look Computer and Video Games! After thoroughly digesting the results of last year's questionnaire (but you didn't realise they were printed on banana flavour paper), we thought you would appreciate a new look to Britain's biggest-selling computer games mag.

I won't waste space here by detailing all the changes we've made, because you can read all about them on page 8. But suffice it to say that you now have even more of the latest games info than ever before (we've reviewed no less than 70 games this month), and all for the same measly price of £1.30! Naturally, if you have any thoughts or comments to make on the new look, please don't hesitate to write 'em down and send 'em in.

With all this redesigning work going on, this hasn't been an easy month... and it was made even worse by the arrival of the office Super Famicom! The problem is that it's so good that it tempts week-willed reviewers away from their word-processors and fills their already sick minds with super-slick graphics, sound and gameplay! Even I haven't been able to resist and I'm ashamed to say that I have been staying behind after hours to sneak extra goes on the very wonderful Pilot Wings. Needless to say, this is definitely a machine with a future and you will definitely be seeing more of it in the pages of CVG over the coming months...

PAUL GLANCEY
ASSOCIATE EDITOR

COMPO CORNER

If you entered a competition in the January '91 issue of CVG, check the lists below for your name! Could you be a winner?

WIN A MEGADRIVE WITH A COPY OF E-SWAT

US Gold put two Megadrives with copies of E-SWAT up for grabs and they were won by:

TREVOR MARCH, BARROW-IN-FURNESS, CUMBRIA
FAHID TAHERZADEH, LONDON, SW19 5ES

WIN A BACK TO THE FUTURE PINTABLE

One CVG reader is going to snag works offices in London to play against a Sinclair User reader to win a fabulous BTTF pintable! And that reader is

LEE HUNTER, WALSALL, WS6 6AX

We'll be giving you a full report on how well Lee does in a future issue. Meanwhile, the following five people will all receive an Imageworks T-shirt and a copy of Back To The Future III on video!

JAMES BUSH, EDINBURGH, EH64 6NT

JOHN PEARCE, WALTHAM CROSS, EN7 0SE

ALUN FAIRBURN, AMMANFORD, SA12 2HX

STEPHEN SALT, NEWARK, NG24 3AE

KARL HORTON, WEST BROMWICH

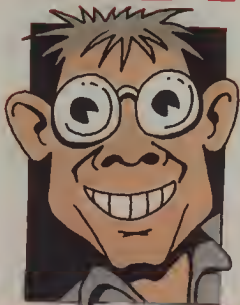
THE HOTLINES

ANDREW GODWIN of NEWCASTLE UPON TYNE wins a Megadrive

MICHAEL RIPON of BENFLEET wins a Gameboy

MARK BARRINGTON of OXFORD wins a PC Engine

GARETH WILLIAMS of NEWPORT wins a Lynx



THIS MONTH'S REVIEWS

AMIGA			
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Magical Flying Hat	82	Final Fight	16
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BILLY

The KID D

BILLY THE KID IS A 1 OR 2 PLAYER
ACTION STRATEGY GAME SET IN THE WILD
WEST WHICH ALLOWS THE PLAYER TO ASSUME THE
IDENTITY OF EITHER A GUN TOTING DESERADO WITH A
HEART OF GOLD, BILLY HIMSELF OR HIS EX-BEST FRIEND
SHERIFF 2ND CARRET
SHARP SHOOTING, LAW ABIDING
FIGHTER OF THE COMMUNITY

THEY ARE IN LOVE WITH THE SAME WOMAN
AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE
ARE GOING TO END UP POINTING GUNS AT EACH OTHER
ONLY ONE CHARACTER CAN WALK AWAY FROM THIS

SHOWDOWN. **BUT THAT'S JUST THE
WAY OF THE WEST.**

ocean

ATARI ST
CBM AMIGA

REVIEW

MEGADRIVE

£29.99

BY ELECTRONIC ARTS

Rattle and Roll are two snakes - not your ordinary variety, however, these two live in a strange world of checkerboard landscapes, seas, waterfalls, stereo speakers, and, of all things, manholes! Their fate in life is to get from level to level by eating enough Nibbly Pibblys - small creatures that infest the landscapes - to become heavy enough to ring a bell at the top of a weighing machine, which in turn will open a door to the next level.

This information is essentially to give you an idea of what the game's all about - the storyline, what the player's goals are and how to go about achieving them.

This is to specify which machine the particular game is being reviewed on, with price and software house.



The all-new CVG HIT! logo - to make it easier for you to select the games worth buying, a game now needs to achieve an overall mark of 90% or over to earn a HIT. So listen up, softies - you want one of these, you've got to make sure your games make the grade!

ALL CHANGE

So, what exactly have we done to CVG to make it even better than before? Well, if you scan around the page, you'll see exactly what we've done to the reviews to make sure they're even more informative than ever before. Not only that, we've come up with a couple more changes which will make CVG the best computer games mag you could ever wish for:

Here, we've taken a leaf out of our sister mag MEAN MACHINE's books - a critical comment by either one reviewer (for single page reviews), or two (if the review is two pages or longer). So now you get a more authoritative team opinion instead of just that of a single reviewer!

CHARTS

The charts (due to popular, nay, incredible demand) now include top tens for the Sega Master System and the Nintendo Entertainment System. Not only that, but the Top 20 is now listed by machine sales - in other words, which game has sold the most on a particular machine. This not only includes the main five formats, but Sega, NES and Game Boy titles as well! Phew!

BYTESIZE

Replacing the Budget and Update section, this is your own section of the mag - be you an Amiga or a Speccy owner, these bite-sized reviews give you a run-down on the latest stuff about. Although small in stature, you can rest assured that we take as much time reviewing these as we do with the main reviews (integrity plus number one).

We've replaced the old VALUE mark with the new LASTABILITY percentage - although similar in function, the Lastability mark gives a better idea of how long you'll be playing that new Megadrive cart before slowing it in the cupboard under the stairs to gather dust!

MEGADRIVE	
GRAPHICS	88
SOUNDS	88
PLAYABILITY	88
LASTABILITY	88
OVERALL	88

COMING SOON...

BACK TO THE FUTURE III



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CVG NEWS

SPECIAL REPORT

Dateline: January 1991, Las Vegas, Nevada, USA. The occasion: the Winter Consumer Electronics Show, with 1,550 exhibits, ranging from a bloke, a dog and a trestle table, to vast lavish jobbies you could get lost in - all in all taking up a whacking 837,000 square feet. In three words, silly but big. Certainly big business, because in America alone a cool 40 billion quid or so crosses the counters every year in the eternal search for the perfect hi-fi, telly and video game. Globe-trotting journo John Cook cruised the place to bring you the best of the action...

MUTANT NINJA... TOADS?

So you were the guy who bought 300,000 copies of Teenage Mutant Hero Turtles, eh? Well, y know the drill - once there's something successful, along comes the bandwagon. So how about a Nintendo game called **Battletoads**? You play this, um, well, there's no way of getting around this, you're a Toad - in a jumpy, jumpy combat game that has little going for it other than being faintly bizarre. The question is: are you game for a laugh? The other question is - what will they think of next? (I can think of a third question - ED)



DIRECTIVE 4 - SELL LIKE CRAZY!

Ocean were the only UK company with a big stand in the Nintendo bit of the show, and they claim that their NES stuff is going down a treat, and that they actually sold out of Robocop carts this Christmas. Nice going. Above is Robocop on the Gameboy, which looks like it could well repeat that success - Directive 5, buy it!



DUNGEON MASTER-ISH

You PC owners have grown old waiting for the PC version of Dungeon Master to come out - don't worry though as two lar style games are on the way in glorious 256 VGA colour. Boy do they look good. Firstly there's **Eye of the Beholder**, in the official Advanced Dungeons and Dragons series - the first of many dungeon bashes the company aims to release - and doesn't it look yummy! That'll be going through US Gold in the UK. Then there's **Might & Magic II** from New World Computing, follow-up to the quite interesting **Might & Magic**. Again the graphics are mouthwatering in the extreme. Want the ultimate games machine? Buy a 386 PC with VGA graphics - to



FOUR TIMES THE FUN

OK, so you can link your Gameboy up to a friend's and play two player games. But wouldn't it be good if you could link up to another - and maybe another? Well now, up to four of you can play games together, with this feebly link up thing that you all plug into. The first game to be released that can utilise it is a Grand Prix racing game from Nintendo themselves, but they're working on others - and at least one other company, **Builel Proof Software** (who produced Gameboy Tetris), will be releasing something for it, including a version of Hybrid Arts' old multi-player 3D shoot 'em up, Midl Maze. Can't be bad!



SIM NINTENDO

Sim City is, as they say, a global phenomenon, with the Japs in particular going gaga over the whole business. So here we have it on Nintendo. It looks good, plays good - and if you've been getting sick over the mindlessness of your cartridge collection, buy this, place parents in front of the screen and tell them you're training to be a city planner. Jolly, jolly good - this is a "must buy" for the NES.

ANIMAL MAGIC

The Sega Genesis (ie our Megadrive) had a huge amount of stuff on display for it - from Sega themselves (including the first real simulation on it from true blue Brits, Realtime Games) and others like Electronic Arts. Most impressive, though, was Sonic the Hedgehog, another jumpy jumpy game in the Mario mould, but with an astonishing turn of speed and great music. One of the best Genesis games yet, this cart is going to be the one to sicken your home computer-owning friends. Luv it!

CHEAP LYNX

Atari have been tinkering with the design of the Lynx and have come up with something smaller, lighter - and a lot cheaper! The price of the basic unit? Only \$99, or to you about £55. Yes a £55 Lynx, or half the price that you're buying it for now. Admittedly, for that price you don't get a game, link-up cable or power adaptor, but it's sure cheap! So you've got plenty of dough to spend on those batteries that still only last two hours or so...



PC ENGINE - THE ELEMENTARY CONSOLE

NEC were showing a lot of stuff on the PC Engine (or TurboGrafx as it's called over there), including the impressive stuff from Cinemaware namely TV Sports Football and TV Sports Basketball. Most interesting, though, was some stuff on CD - a whole range of it - with Sherlock Holmes being the fabbest, with some synchronised video images and voice, as Holmes explains his reasoning. Note however, this game is also on Commodore's CDTV, and runs a lot faster on that.



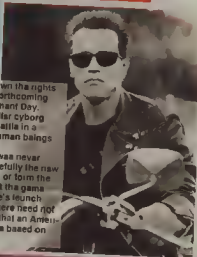
CVG NEWS

BRITAIN'S BIGGEST-SELLING COMPUTER GAMES MAG GIVES YOU THE FACTS!

TERMINATOR

Ocean Software have announced that they own the rights to produce home computer versions of the forthcoming Schwarzenegger movie, Terminator 2: Judgment Day. Arnie once again adopts the mantle of the killer cyborg that made him an international star, "doing battle in a world where machines take on the form of human beings and good versus evil" (sic).

It seems a bit odd that the original movie was never fully licensed (how about it Ocean?), but hopefully the new game should help make up for it. What shape or form the game will take isn't known at the moment, but the game should be released to coincide with the movie's launch (probably Autumn of this year). Nintendo owners need not feel left out either, for word reaches our ears that an American developer, LJN are also producing a game based on the potentially blockbuster movie.



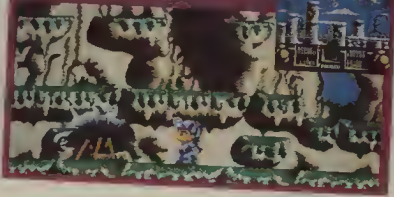
MILLY'S HILL-BILLY

Remember the high speed, high thrill, low casualty chases of those good ol' Duke boys and Sheriff Roscoe "Pease" Coltrane in the classic Dukes of Hazzard? Millennium obviously do, because their latest game, Moonshine Racers, owes more than a little to that classic slice of wholesome American entertainment.

Their game involves you racing through the county's roadways delivering Moonshine (a home brewed, highly potent alcoholic beverage). Unfortunately, the local authorities aren't really too chuffed with your antics and have despatched their incompetent police force to deal with you with a variety of roadblocks and the like. Sounds a riot - but where's Uncle Jesse and the delectable Daisy?

COMPILATION CHAOS!

System 3, renowned for the quality of their 8-bit wares are set to release a compilation of some of their finest hours. The Premier 8-bit collection features Myth (superb platform/arcade puzzle), Vendetta (Last Ninja-esque arcade adventure with a portion of Roadblasters thrown in for good measure), Filmbot's Quest (brill cutesy platform game) and Ninjas Remix (an enhanced rehash of the Last Ninja series). For £14.99 on cassette and £19.99 on disk, this compilation is an essential purchase for all Spectrum, Amstrad and C64 owners. Expect to see it in the shops by the end of March.



GAMEBOY GETS SERIOUS!

Had enough of Bubble Bobble, Chase HQ or Power Racer? Well, worry not, for GamaTak of America (under the new label of InfoGamus) are just about to release four new Gama Paks aimed at those who want to use their Gameboys for more "serious" pursuits.

Surprisingly enough, Spell Checker checks your spelling, but has the added bonus of a free calculator (at no extra cost)! The Personal Organizer Gama Pak has room for over 200 phone numbers and has built-in auto dialing facilities (for use with long-distance telephone systems).

There's also the Travel Guide, which contains plenty of info on the 20 most-visited American cities, and the French/English Translator - does your mate's pony Collins Gem enable him to play Batman on the sly?

No UK release dates have been set for these items, but who knows? Pester your favourite import company enough and they might just bring some of these desirable items across The Pond.

SPORTS BOXING

"4D Sports Boxing is absolutely brilliant...the boxing more easily watch like a real boxing match than any other game." -Chris Ames, *Computer Games* (Crunch), 12/90 100% 90%

"This is the best game I have ever played." -Don Matney, *President of Distinction Software Inc.*

"Specials out...Round One! The crowd goes to their feet as the fighters rain down hit after hit...what a knock out. This is boxing at it's absolute best. What a brilliant fight!"

"4D Sports Boxing is simply one of the best sports simulations around...superb." -The One 90%



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Sound card recommended.

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CVG NEWS

PUSH BUTTON ACTION

The latest thing for console gamers in the States is the amazing new Megaplay system. This system plugs into the cartridge slot of your Nintendo or Megadrive and enables you to have instant access to up to ten games at once - so it's sort of like a video jukebox. There's even a lock-in cartridge option that enables parents to control the amount of time that kids use the console (obviously hiding the power supply is too much for the Yanks). While we're at it, if any of you lot out there can think of any other console peripheral even less useful than this laughable piece of plastic, send off your idea to **HERE'S MY CONSOLE CONCEPT**, C+Vg, Priory Court, 30-32 Ferringdon Lane, London, EC1R 3AU.



BETTY'S STOCKING

Following last month's probing report that the bill! Betty Boo wanted a sexy Sega for Christmas, our contacts at Rhythm King (Betty's record company and, by an amazing coincidence, owners of new games label, Renegade) tell us that not only did Miss Boo get her swagsome Sega, but also a Nintendo and a Game-boy too! Not a bad selection, but we reckon it won't be too long before she trades in all these goodies for a brand new Super Femicom!



MIRROR IMAGE

Mirrorsoft are set to launch their own 16-bit budget label called Mirror Image, it features re-releases of some of Image Works and Mirrorsoft's back catalogues. The first few games to be released include Speedball, Defender of the Crown and Rocket Ranger. They've also signed up Rainbird's Carrier command for release at the budget price. All of these games will still at your local software emporium for the princely sum of £9.99.



A KIXX IN THE HAND

Budget supremos, Kixx, are celebrating their latest fistful of £3.99 re-releases with a "buy one, get one free" offer. Yes, it's true (sort of)! Simply buy one of their latest games, fill in the form and choose your desired game from a bulging list of 22. The only slight catch is that you have to pay 99p (postage and packing). Still, it's a rather generous offer, so check out your nearest software emporium for details.

SUPER MARIO PHONE

Is this the ultimate piece of merchandise based on Nintendo's cuddly Italian plumber? The Super Mario Bros telephone enables Mario fans to speak down into a Mario-esque pipe, with the cheeky hero popping out at the other end. There's even a little LED that flashes when you receive a call (obviously the bell isn't quite good enough). Other than that, it's just your common or garden telephone. If you're interested in purchasing this deluxe item, the Super Mario Bros telephone has been seen for sale in target branches of Dixons.



FISTS OF FURY



DYNAMITE DUX



AMIGA

Where Little Lucy is stolen by the terrible ACHACHA her two friends BIN and PIN really get angry! When they land a punch KAPOW! No one stands up.

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SHINOBI



AMIGA

ENJOY FRANTIC oriental action in this Ninja beat-em-up. Search for kidnapped children and dispose of marauding thugs with blows from feet, fists and shuriken stars. Classic Sega coin-op thrill!

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THE NINJA WARRIORS



AMIGA

You are MUKU, pal and as THE totally wicked revolution you gonna build 2 assassin machines — The Ninja Warriors — and attempt to chivvi out the evil master-greek, BANGLER.

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DOUBLE DRAGON II



AMIGA

The Double Dragons, Billy and Jimmy, seek to avenge the death of Marlin — and might even be able to bring her back to life if they can only penetrate the secret law of the Shadow Boss.

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REVIEW

FAMICOM

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BY NINTENDO

After travelling the world and dishing out copious quantities of violence to various unfortunates, Mike Haggar (star of Capcom's Street Fighter) has settled down in New York and gone and got himself elected mayor! Unfortunately, the local crime syndicate (code-named: Mad Gear) aren't too happy with Haggar's election promise of destroying the crime wave and have kidnapped Jessica - his leggy daughter!

An all-round street fighting hero is needed to traverse the five rounds-worth of horizontally scrolling screens, doling out violence to the Mad Gear who fancy their chances. The objective is to reach the end of round five, where the diabolical leader of Mad Gear is waiting for the Final Fight.

THANK

Thanks to Com

Caroline (22

2250) for line

the City of

HEROES ANONYMOUS

Mike Haggar is one brutal dude, who is pretty angry at having his daughter Jessica snatched by the Mad Gear. He's a muscular chap, who isn't very fast but he certainly knows how to hit someone. His sparring partner Cody isn't too chuffed either because Jessica just happened to be his girlfriend. Cody isn't as strong or brutal as Haggar, but he's far more athletic. Unfortunately, he doesn't have as many moves as Haggar either.

CHOOSE YOUR WEAPON

During the game, our hero may come across various weaponry that he can use against his foes. The list includes knives (ideal for throwing or stabbing), lead pipes, and even swords! These are either pinched from vanquished foes or found in the barrels that dot the landscape. Throwing tools at other assailants also causes damage, and results in some hilarious pile-ups! There's also food on offer that can top up the hero's energy bar.



BRUTALITY BONUS

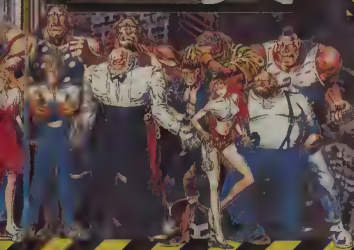
During the game, the constant violence sometimes lets up for just a moment so the player can take part in a bonus sub-game. There are two on offer. One has you beating seven shades out of the Mad Gear boss' prized automobile, while the other is a time trial where the violence-crazed hero must break as many panes of glass as possible!

COMMENT

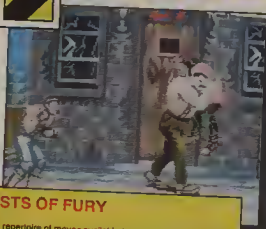


Oh wow! I like my beat 'em ups and even though one of the levels and the simultaneous two-player option is missing, Super Famicom Final Fight is just as good as its arcade parent! The graphics, sound and playability are almost identical to the coin-op and really show what the Famicom can do. Final Fight is simply the greatest beat 'em up available on any console or computer and it's simply an essential purchase, and bods very well for the future of Famicom games!

**RICHARD
LEADBETTER**

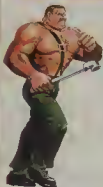


REVIEW



FISTS OF FURY

The repertoire of moves available to our street fighting ace is many and varied. Heggar enjoys punching, throwing, headbutting and can even produce a mega-damaging jumping pillow-driver! Cody on the hand raises much more on his fists, though he's not adverse to throwing, kneeling or producing a terrifying flying roundhouse - guaranteed to floor any member of the evil Mad Gae!



COMMENT



Unlike Rich I'm not exactly struck on beat 'em ups, but I did enjoy Final Fight a great deal, and I'm happy to say that the Super Famicom version is nigh-on identical to the arcaded Audio-visually, as well as for sheer playability, there's no other beat 'em up to touch this on any machine - and I don't make statements like that lightly! For one of the first releases on the Famicom, Final Fight is completely amazing, and a game that any self-respecting tight fan should go out and get NOW!

ROB SWAN



FAMICOM

GRAPHICS	94
SOUNDS	92
PLAYABILITY	95
LASTABILITY	91
OVERALL	92

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ACCESS - VISA



Wotcha mates! YOB returns to a new-look issue to find his column looks the same as it did last month! What is going on? "But your column looked fine to begin with, YOB!" they said. Sounds like a right load of cobblers if you ask me. What they mean is they couldn't be bothered to pull their fingers out and get that new bloke to design something else.

To make matters worse, I psyche myself up for two whole pages of interesting debate and incisive comment, and what do I get? "What flavour sauce did you have with your stewed frog last night?" Thank you Mike "Ail-Hard" of Penge. I had to be rushed to hospital to have the splits in my sides sewn up.

If you've got something more interesting to say than "Mirthsome" Mike, you might as well write it down and send it in to me at:

**YOB'S MAILBAG,
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PRIORY COURT,
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LONDON,
EC1R 3AU.**

Any interesting letters will be rewarded with gifts beyond your wildest dreams. Well, some software and possibly a T-shirt as well... Come on, how much bribery do you want?

TOKEN PRAT

Dear YOB,
How ye don't? Anyway, I've got some questions to ask you and I'll warn you that if you don't print this my best friend - Frank Bruno will come down and make you eat the crappy recycled paper that I use for my printer (undoubtedly - YOB).

1. What flavour sauce did you have with your stewed frog last night?

2. Why are you such a dick-head?

3. Does it take a lot of practice to become an idiot?

4. When was the last time you had your hair cut?

5. When will you be retiring?
Mike Ail-Hard, Penge, London.

PS: If you print anything insulting about me I'll have you sued for mental damages

YOB: By the sounds of it, your mentality has been damaged enough already. I don't know why I'm doing this (perhaps I'm getting a bit masochistic in my old age), but I'll answer your questions any way. What's gent, eh?

1) What make a you think you know what I eat for tea? I wouldn't let you near my house, let alone my dinner table.

2) Maybe I just don't get on with irritating air-heads like you.

3) You seem to be in more of a position to answer that question than me.

4) I can't remember. What's it got to do with you, any way?

5) When I feel like it. Listen up reader! I've had enough of these question letters. Write to me about something interesting. Got it?

STRIDER SORROW

Dear YOB,
Strider. Heard of that betors?
Well, I have and so has Stewart
Spon sent in a chael for conti-
nuing on Strider. I was de-
lighted, except for one thing.
It's written in double Outchi
Daniel Hack, Starmore, Lon-
don

YOB: Oh my God, another
thickie. I'll try to keep this
explanation down to worde
of one syllable shall I? Just
start the game and whilst
the meeter is leughing
(you'll know when this is
happening when he starts
leughing) press A, then C,
then B, C, and then A. Hay
preto. I suppose you want
me to complete the game
for you now, don't you?



WHAT'S IN A NAME?

Oh YOB,
David Platt from ish 109 has
succeeded in making a com-
pilaie asshole out of you! He
said your Oregon Broad re-
view did not tally. But it does
and you failed to notice. Says
a lot about your maths
doesn't it? David has cleverly
displayed the fact that your in-
telligence closely rivals that
of a shrew. Work your way
out of this one YOBBO!
Chuckla, chuckla.
James Holt, Maiden Bradley,
Wiltshire.

YOB: Well, you're one to
talk, aren't you? The per-
son who actually wrote in
was Dominic Platt, not
David. Says a lot about
your reading skills doesn't
it? If you read my reply to
Dominic's letter, you'd

have found that I couldn't
have given a toss about his
pathetic attempt at work-
ing out an average. I was
more concerned with point-
ing out what the overall par-
centage meant. Work your
way out of this one, Jim-
Bob! Chuckla, chuckla.

WHAT'S IN A NAME??

Dear YOB,
Print this letter or I'll get my
mate's creepy Acorn Electron
32K and beat your little brain
in with it. Now to business. I
thought the Turtle game was
being made by Mirrorsoft, but
when you reviewed it the
game was made by Image
Works. Pray explain.
A Hardman, Rock'ard City

YOB: This might come as a
bit of a shock, but Image
Works is one of the labels
Mirrorsoft publishes games
under - so really it's just an-
other name for the same
company. Just like Irritell-
ing Gilt is another name for
A Hardman, know what I
mean?

THE VOICE OF IGNORANCE

Dear YOB,
Super Famicom, hah! "SM4
contains the most amazing
graphics" - large bull's udder!
It looks like an NES game
from the screen shots...

Lee Piper, Lowestoft,
PS: Send me £23,000,000
quid or dia.

PSS: I own a Megadrive, heh!
YOB: Tell me Lee, have you
actually seen SM4, or In-
daad any Super Famicom
game in motion? Obviously
not, so that puts paid to
your pitiful argument.
Could it perhaps be that
you're a Megadrive owner
who's a jealous of a superior
machine? As it is, SM4 has
got "the most amazing
graphics" so there. Now go
away.



WEIRD DAVE

Dear Mr YOB,
I've beaucoup da questions
about UK Megadrive compati-
bility (not the one about the
Oregon 32 and the seusege).
Perhaps, but first:

1. What's that at the end of
your tie?
2. What's the coach fare to
Rotherham?
3. What's a nice person like
you doing in a place like this?

David Welker, Boston, Lincs.

YOB: I don't know, readara.
I just woke up and there
was the nurse taking care
of me. Ah well, back to the
land of dreams...

1. That's my head.
2. Where do you want to go
from? Single or return?
Smoking or non-smoking?
Near the toilet or some-
where else? You'll have to
be more specific I'm afraid...
3. I bet you say that to all
the nice YOBs...



DECISIONS, DECISIONS

Dear YOB,
I cannot decide whether or
not to purchase an Alan Lynx
or a Sega Game Gear. I like
the Lynx for its graphics and
its sound but since I haven't
played the Game Gear, I can-
not weigh up the pros and
cons. So please, please,
please could you help me
and also could you tell me

which are the best five
games for either machine.
Tony Hodge, Manor Park.
YOB: For a start there
aren't even five games
available for the Game
Gear, so it's going to be a
bit difficult to answer the
last bit of your letter. Since
the Lynx has far more
games, is officially avail-
able and is technically far
superior, I'd go for the
Lynx. But what's wrong
with the Gamaboy then, eh?



CYNICS CORNER

Dear C+VG,
Oh well, it's that time of year
again. Doesn't seem too long
ago since the last ridiculously
commercialised event of the
year was staring us in the
face was it? Yes, it's soon be
Christmas and I wonder what
pathetic coin-op conversions
the major software com-
panies will be tempting us
with this festive season...
Edward A Jordan, Chester.
PS: Oh yeah, before I forget,
don't you think that the future
of arcade gaming is looking
pretty bleak lately. It's a long
time since I walked into an ar-
cade and played a game that
totally blew me away...

YOB: Dear oh dear, life
does treat you badly
doesn't it, Ed? You've cer-
tainly got a lot to whine on
about, that's why I had to
cut your letter - drastically.
We at CVG agree that
there's a not much new com-
ing into the arcades these
days, but perhaps you'd be
happier if you actually left
your computer or the ar-
cade alone for a while you
might go out and have a
good time. Catch a movie,
find some friends, hang out
at the gymnasium or some-
thing. I don't know. Any-
thing.

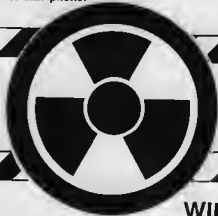


HOT LINE

WIN A MEGADRIIVE

0839 654 168

Yeah! With amazing coin-op quality graphics and super-duper sound, the Megadrive is cleaning up in the 16 bit console stakes. Here's your chance to get in with the trendy Megadrive owning crowd - get to that 'phone!



WIN A LYNX

0839 654 169

Flippin' 'eck - there's a yet more fabbo Lynx melar-key going on this month, check out page 71 if you don't believe us! If you fancy getting hold of 8130 quida' worth of colour gaming excitement, dial ewey!

WIN A GAMEBOY

0839 654 170

Cori Your little hands will be eternally grateful if you win this handheld little wonder. With stereo sound, groovy graphics and a mindblowing catalogue of games, Gameboymania is here to stay! Grab a piece of the action and dial now!

WIN A SUPER FAMICOM!!!

0839 654 171

Hecky Mick! Boasting coin-op specifications and a fistful of flippin' fantastic games, the Super Famicom is probably the greatest console in the cosmoal Gat to that 'phone and dial now - you might win one along with Super Mario 4 and Final Fight!

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.

022

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SAM

REVIEW

**AMIGA
ST
BY US GOLD**

**£24.95
£24.95**

Four of the greatest road racing challenges await you in Super Monaco GP, the amazing Sega coin-op which napped the minds of arcadesters when it was released in 1989. But the arcade machine had only one track - the mighty Monaco. US Gold have attempted to surpass the coin-op by adding three more!

The aim of the game is simple. Whirl burning around the formula one tracks in your turbo-charged motor, all your arcade driving skills are tested to the limits as you fight your way to the front of the race. A position limit has been incorporated into the game which becomes more strict after every checkpoint. If your position in the race falls behind that limit, it's game over.

MONACO MOTORING

Before the racing action begins in earnest, the player chooses which type of formula one monster he wishes take the wheel of. The automatic car is recommended to novices, as all the hassle of changing gear is taken care of by the computer. The four-speed model is the next progression. It's more powerful than the automatic, but also a tad more difficult to control. For ferocious Formula One fiends, the seven speed model is the natural choice. It's a bitch to successfully control, but by crkey - does it burn rubber or what?



Super Monaco GP



COMMENT



Although it can't hope to compare with the likes of its arcade parent, this conversion is something US Gold should be justly proud. Although the car doesn't handle much like the coin-op version, it's quite a challenge taking some of the tracks' corners - especially when you're using a manual gearbox. So, playability-wise, this conversion's fine. The graphics are great as well with a lot of detail and a nippy turn of speed. My only gripe is the fact that there are only four tracks, I still find it hard to understand why US Gold didn't incorporate the world championship circuit (16 tracks) that was featured on the Megadrive version. Don't get me wrong, Super Monaco GP is a damn fine game on both the ST and Amiga. Lotus still rules, however as the best 16 bit road racer.

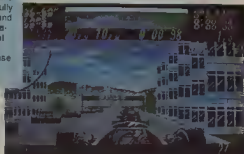
**RICHARD
LEADBETTER**



REVIEW

Super Monaco GP

The route to actually taking part in the Monaco race is long and tortuous. Your first port-of-call is France and if you successfully conquer that grand prix marvel, there's the terrors of Brazil and then Spain to keep you occupied before you qualify for Monaco. But beware, just like real-life racing, there's a chance that you will have to cope with wet conditions! Obviously there's less likely to be a slippery track in Brazil than France (because it's hotter, y'see), but drivers who reach Monaco will have to race the circuit in both dry and wet conditions!



COMMENT



As Amiga race games go, Super Monaco GP is pretty good, and the programmers at Probe deserve credit for trying to fit in as much of the arcade game as possible. However, although it sports features that even the Mega-drive version couldn't provide, the game is by no

means perfect. The trackside objects are in there in abundance, but they sometimes scroll past in such a way that they make it look like the car has stopped or slowed down to a crawl, making things a bit confusing, especially when a corner is approaching and you're not sure of your speed. This problem also makes the omission of the track diagram a little disconcerting, but after a while you get to learn where the curves and the straights are going to appear. I agree with Richard, that while this is a good conversion, it's not as playable as Gremlin's Lotus.

**PAUL
GLANCEY**

UPDATE

From what we've seen of the 8-bit versions of Super Monaco GP, they're all looking pretty hot. Probe are pretty much the masters of C64 road racers and so not surprisingly, the C64 version looks the most impressive of the 8 bit bunch. Sega have already released their own version of the game for the Master System and Megadrive and they're both excellent games.

AMIGA

GRAPHICS	88
SOUNDS	82
PLAYABILITY	84
LASTABILITY	80

OVERALL 85

ST

GRAPHICS	87
SOUNDS	70
PLAYABILITY	83
LASTABILITY	80

OVERALL 83

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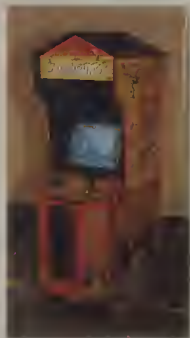
WIN AN EXTERMINATOR COIN-OP FROM AUDIOGENIC!!

Seriously, if a pest control man turned up on your doorstep, claiming he could shoot lasers from his fingertips, you'd think he was a few tins short of a six-pack, would you not? And yet that's exactly what the Exterminator can do - him being the star of Audiogenic's cracking new conversions of Gottlieb's hilarious Exterminator coin-op, which received a HIT! in the last issue of CVG.

To celebrate this, CVG, in conjunction with Audiogenic, are giving one lucky reader the chance to win a brand new Exterminator arcade machine! Phewee!

What have you got to do to lay your hands on this barrel of laughs in an arcade cabinet? Simple, innit! All you have to do is answer the three bug-related questions to be found somewhere on this page! Once you've got the answers, scribble 'em down on the back of a postcard, sealed envelope or crushed cockroach (postcards or envelopes will do nicely thankyou - ED), and send your entry to:

THE BIG UGLY BUG COIN-OP
COMP,
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON
EC1R 3AU.



THE QUESTIONS

1: What was the name of the 1954 monster movie which inspired Cinemaware's It Came From The Desert?

- (a) "Them!"
- (b) "It!"
- (c) "Carry On Sergeant"

2: What's the title of the new movie starring a whole heap of spiders?

- (a) "Attack of the Whole Heap of Spiders"
- (b) "Arachnophobia"
- (c) "Carry on Spiders!"

3: Who directed the 1986 remake of "The Fly"?

- (a) Martin Scorsion
- (b) David Cronenburg
- (c) George Locust

Get 'em in before March 17th or you won't get now! Oh, yeah, and don't bother sending in multiple entries - the only place they go is in the bin! So there - nyur.

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UPDATE

Horror Zombies is due to make an appearance on the Atari ST at much the same time as the Amiga version, priced at £24.99, and shouldn't be that much different from what's revealed here.

AMIGA

£24.99

BY MILLENNIUM

HORROR ZOMBIES

FROM THE CRYPT



It is night and the creatures of the night are abroad.

Everything evil from your worst nightmares are out and about, and blood is first order on their menu. Your blood, to be precise. Any normal person would gibber with fear and run away rather quickly leaving a particularly messy brown trail behind you. But you aren't any normal person - you're a hero! If the blood-suckers don't get you, they'll be after the local townsfolk, and it's your duty as a right-on dude to protect them isn't it?

To save the town from being painted red, you must infiltrate the zombies' mansion and kill the inhabitants for the second time.



COMMENT



After the terrific James Pond, I was expecting great things from Horror Zombies from the Crypt. Unfortunately, it's not quite as playable as their last game and the game concept itself isn't that much advanced from the days of Jet Set Willy (remember that?). The gratuitous

lashings of "horror" add something of an atmosphere to the game, but it is more comical than horrifying. For example, when our hero dies he rips his own head off (!?). Horror Zombies from the Crypt has all the gore and terror of an episode of Doogie Howser, MD, the most horrifying aspect of the game is its price. The low thrill factor doesn't warrant the price I'm afraid.

**RICHARD
LEADBETTER**

EERIE ICONS

As you run about the scrolling castle, there's two things you're likely to meet. First of all is the vast variety of zombie-like creatures after you. Secondly, there are the different icons dotted around the castle. These endow you with different weapons like knives and boomerangs. Skulls and jewels can also be collected - but beware! Collecting some might set off a potentially fatal trap and you wouldn't want that would you?

AMIGA

GRAPHICS	67
SOUNDS	70
PLAYABILITY	65
LASTABILITY	59
OVERALL	65

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SEGA

REVIEW ▶▶

PC ENGINE

£33.00

BY HUDSON SOFT



Bomber Man's girlfriend has been kidnapped by an evil gang of ruthless killers who don't like Bomber Man much. Not surprisingly, Bomber Man isn't exactly over the moon about his woman being taken away from him and peeing only to scoop up his bottomless bag of bombs, decides to stage a daring rescue attempt! Hurrah!

Unfortunately, before Bomber Man can reach his imprisoned ladyfriend, he's got to work his way through countless mazes dropping bombs in order to dispose of all the nasty creatures. Bomber Man has got to be quick though - when a bomb is dropped, our hero has to make sure he's not in the path of the explosion or else!

As well as being able to play solo, Bomber Man can take up to four of his mates with him (if you have a five-way joystick). Alternatively, five players can take part in a bomb battle in which they have to blow up the other players until they are the last one standing!



THANKS

Thanks to Console Concepts (0782 712759) for the loan of the cartridge used in this review.



EXPLOSIVE EXCITEMENT!

During Bomber Man's dy namite-laden exploits, he'll probably come across the stone blocks dotted around the landscape. Some of these can be blasted open in order to receive extra goodies. Included in the goodie line-up are bomb power-ups (bigger explosions), the ability to drop more than one bomb at once, and speed-up boots!

COMMENT



I saw this and I thought, "Nahhhh". Then I played it and I thought, "Yes, yes, yes!". Games don't come much simpler, and they rarely look as basic, but Bomber Man manages to be brilliant in spite of it all. You can tell when a game is great when people in our of-

fice start "disappearing" when they shouldn't and then later on you find them swopping level passwords - and Bomber Man has had just that effect. It has the uncanny ability to keep the player totally fixated much longer than is healthy, and if you have a joystick, you'll have no shortage of volunteers to join you on a multi-player explosion excursion. Another tremendous release from the PC Engine specialists at Hudson!

PAUL
GLANCEY



BOMBER MAN



COMMENT



Bomber Man is very, very simple but just completely absorbing and totally addictive, especially when played with five players and a joy-pad tap. The graphics are nothing special at all, but the sound is brilliant with catchy music that totally suits the frenetic action!

Don't be put off by the simple exterior of this game, once it's got its teeth into you, it won't let go and it'll do every in its power to humiliate and degrade your gamesplaying prowess! You'll never regret adding this game to your PC Engine collection. It's brilliant and it's tops in my house and no mistake.

**RICHARD
LEADBETTER**



PC ENGINE

GRAPHICS	70
SOUNDS	87
PLAYABILITY	96
LASTABILITY	93
OVERALL	93

THE COMPILATION PACK OF MEGA STARS

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REVIEW

PC ENGINE

£34.99 BY NAXATSOFT



THANKS!

Thanks to Console Concepts (0783 712759) for the loan of the cartridge used in this review



The scourge of Transylvania, Count Dracula, has been imprisoned by his age-old enemy, the brave Van Helsing, and is being held captive far across the land. The only one who can save The Count is his oddball offspring, who would rather luck into a can of tomatoes than sink his teeth into some unsuspecting victim's neck!

What this all boils down to is a wacky multi-level platform romp in the PC Kid mould, with Drac Jr up against rampaging orange blobs, stone heads, wooden crossoes, flying rubber ducks, and some of the strangest and oddest guardians ever, including a Jason Voorhees (of Friday 13th fame) lookalike! Can this valiant vampire succeed or will he meet an early end with a wooden stake?



We'd like to see Drac get his teeth into this blo, bad, wot!



COMMENT



PC Kid was a real hoot, and I'm glad to see that more games of this ilk are appearing on the Engine - Son of Dracula being one of the best yet. The graphics are colourful and well animated, and about as cute as you could possibly want, and the game is just so addictive, once you start playing you won't want to stop. My only niggle is that the first few levels are a touch on the easy side, but once through those, you really need your wits about you. If platform fun 'n' frolics are your thing, check it out.

ROB SWAN

SOMETHING TO GET YOUR TEETH INTO

Drac Jr is not powerless against his foes - not only is he armed with his dad's magical staff (which fires bolts of white light), but he can also collect suits of armour (which protect him for a certain number of collisions, and also enhance the staff's impower), and other items of clothing, including a nifty pair of Doc Martens, which allow Drac to stomp on nasties' heads!

PC ENGINE

GRAPHICS	89
SOUNDS	80
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

FLAMES OF FREEDOM



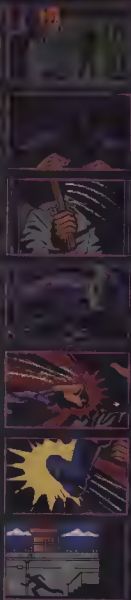
FLAMES OF FREEDOM

The Earth's changing climate has caused her, Midwinter, was abandoned by her people, in search of a home on any friendly island standing tall above the rising seas.



In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

The enslaved islands are home to freedom fighters looking to break free from Saharan domination and join the Federation. The mammoth task facing the Federation is to covertly aid the liberation of as many islands as possible before the Saharan Empire makes its final push for Atlantic domination. The Flames of Freedom must be lit. The torch is about to be passed to you."



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FREEDOM

As the best Field Agent the Atlantic Federation has, you are charged with the execution of highly dangerous clandestine missions on each of the forty-one islands. Each island has its own political, administrative and cultural perspective, so each mission will require different aspects of your chosen physical, mental and psychological skills.

RESTRICTED

MISSION BRIEFING - BENI MAZAR

Your first mission objective is to sabotage a Power Station. You'll need to think through the entire process for yourself: steal explosives from a local army base; find the engineer who designed the station; rescue his daughter to persuade him to give you the plans; hijack a vehicle for use; dodge or kill the sentrys; plant the explosives, and finally escape unseen.

In every mission, you are on your own, but not without help. There are 4000 individuals with which you may interact, including friends, foes, and foes pretending to be friends. Every character has their own looks, personality and life history to assess. You have twenty-four modes of transport available to you, across land, through the air and both across and through the seas. You have over a quarter of a million square miles to cover, all mapped using Maelstrom's unique 3-D light sourced fractal landscapes, and thousands of buildings to explore.

Flames of Freedom provides a new challenge, fought according to your strengths, weaknesses and abilities, and visualised via graphics sequences even more stunning than those of its predecessor - with Midwinter II, a new age dawns.



Flames of Freedom will be available soon for your Commodore Amiga, Atari ST and IBM PC Compatible, from Rainbird, the Masters of Strategy.

enturous strategy game. Midwinter II, This time its personal !



* Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics.

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* Cover a quarter of a million square miles of accurately mapped 3-D terrain, generated by light-sourced fractal techniques.

* Auto-route options allow you to plan and execute travel within the 3-D automatically.

* Interact with 4000 characters, each with an individual personal profile.



* Utilise 24 modes of transport, across land, skies and seas.

* Fight with 12 different weapons against a massive array of opposing firepower.

* Use your investigative and deductive techniques to solve endless challenges to aid your progress.

REVIEW▶▶

AMIGA

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BY RAINBOW ARTS

After defeating the evil three-headed demon, Morgul, the warrior Turmcan has now got to face his greatest challenge - travel to the far off world of Landom, and save the inhabitants from the deadly forces of the Machine - a powerful bio-mechanical unit, controlling hundreds of drones and mutants which constantly seek out the weakened inhabitants in order to destroy them utterly.


Your task as Turmcan, is to fight your way through the levels, blasting the aliens as you go, but if things get a little sticky, you can either use a blast well to clear everything on screen, or you can even transform into a gyroscope, which can leave mines in its path!

FIRE AND FORGET


One of the main features in Turmcan II is the greatly enhanced firepower. By collecting icons the weapons Turmcan can accumulate and use are:



The bog-standard cannon - starts as a single shot weapon, but extra power ups turn it into a three-way, then a five way shot.



Destructo-wall - you begin the game with three of these smart weapons, which annihilate everything on the screen with its expanding laser force field.



Plasma cannon - more powerful than the ordinary cannon but doesn't have quite the same coverage. Powerful in the right hands.


COMMENT




style horizontally scrolling shoot 'em up level in there somewhere for you to find and it's just the business! Arcade junkies need look no further for the ultimate Amiga shoot 'em up experience.

Flippin' hell! With it's arcade quality scroll, amazing colour fadea and jam-hot playability, Turmcan 2 is something of an awesome game! The graphics are simply amazing and incredibly smooth, and easily surpass the original Turmcan game. There's even a Z-Out

PAUL
GLANCEY



Gyroscope - transforms Turmcan into an indestructible mine-laying gyroscope! Essential when the going gets tough.



The Megaweapon - for a limited time, Turmcan is transformed into Gyroscope form and bounces around the screen at a high rate of knots firing off every weapons system known to man or robot!

TURRICAN 2

THE FINAL FIGHT

UPDATE

A version for the ST should be out about now, also for £24.99. Save a few colour and sound differences, there should be little between this and the Amiga version - check out next month's ST Bytesize review!

COMMENT

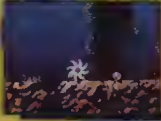


If you thought Turrican was one of the biggest and best blasters available, think again! Turrican II is absolutely stunning in all respects - the graphics are brilliant, and the sound is a real treat to the ears, with lots of explosions and speech, and some cracking soundtracks too! As far as playability is concerned, Turrican II is one of the most addictive and playable blasters I've seen in many a moon. Once you start, you'll have a hell of a job putting the joystick down again! If you liked the original, get this - you won't be disappointed!

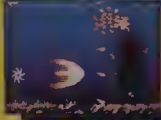
ROBERT SWAN

AMIGA

GRAPHICS	94
SOUNDS	93
PLAYABILITY	95
LASTABILITY	94
OVERALL	94



The most powerful beam weapon - cutting through any thing with it's thin, powerful beam



Bounce weapon - fires off a normal laser bolt that splits into two when it hits a wall. The resulting photons then bounce around the screen destroying everything in their path!

THE GATES OF THE FINAL

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REVIEW

CBM 64 £9.99

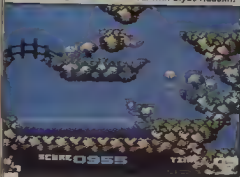
BY THALAMUS

Strange creatures from the planet Bliol are desperately trying to escape their planet and the associated stigma of being called Bliolians (pretty uncool name, huh?). So, these creatures pile into a colony craft and head over to Earth to start anew. For a start, they're now called Fuzzy Wuzzies (sounds about as hip as Lionel Blair) and the island they've landed on is now called "The Hippest Place in the Known Universe".

Got that? Well, the island's inhabitants are pretty miffed at having their home renamed and are even more miffed at having a bunch of annoying cute creatures running amok all over it. So, these cunning demons invite the Fuzzy Wuzzies to a wild party and then proceed to kidnap them and lock them in a torture chamber.

Fortunately, one Fuzzy Wuzzy was barfing his guts out (too much beer, see) when the kidnapping took place, and now he's out for vengeance! Clyde Radcliff is his name - and he means business!

▼ Messing about on the river with Clyde Radcliff!



BEHIND THE STORYLINE

Behind the very bizarre scenario lurks a pretty straightforward platform game - the object being simply to reach the right hand side of the horizontally scrolling playfield. Along the way, Clyde can blast meemies with a variety of extra weaponry and hold down the fire button to unleash some fiery death breath - frying any meemies that get in the way!

COMMENT



Creatures is simply a fun game! Blasting the various meemies is good fun, but the huge variety in the levels and the different tactics required to progress makes it a real winner! C64 owners are going to love this, but there's a couple of rough edges. For example, there's

plenty of ramps around but Clyde's got to jump up them rather than just walk up them. Small nigglas apart, Creatures ain't 'eff' bad and C64 owners should buy this now.

**RICHARD
LEADBETTER**



CLYDE RADCLIFF EXTERMINATES ALL THE BLIOL

▼ Clyde chucks his bombs about, and why not?



UPDATE

No other versions of Creatures are currently planned, but if the situation changes, we'll let you know.

SHOPPING

At the end of each level, there's a shop where Clyde can purchase some more weaponry to add to his collection. But the shopkeeper isn't interested in money. Well, he probably is, but his idea of money is an assortment of tatty little animals! These are dotted throughout the levels, just waiting for Clyde to pick them up.



A rather bad case of half-loose and no mistake!

COMMENT

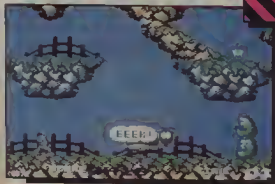


a C64 owner starved of fun software, have a look at this at once - you'll be hooked.

ROB SWAN

STURES

THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME



CBM 64

GRAPHICS	89
SOUNDS	82
PLAYABILITY	90
LASTABILITY	90
OVERALL	90

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of illusion

starring

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FROM

REVIEW▶▶

SUPER FAMICOM

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SUPER MARIO



Mario is back! You can't keep a good plumber down, and here he is, out to defeat the evil King Koopa and rescue Princess Toadstool from a fate worse than being sealed in a vault with a hi-fi and a lifetime's supply of Val Doonican records!

Following a similar style to Mario's previous adventures on the NES, the mustachioed monster-mangler has to make his way through seven platform-strewn worlds, each filled with an assortment of wacky creatures - all of them out to make Mario's life particularly unpleasant.

Mario can fight back, however, by jumping on them, or collecting all manner of power-ups to increase his creepy-crawly-crushing capabilities.

Watch out for magic blocks along the way. Biff them from beneath and coins cascade into Mario's dungaree pocket - collect 100 of these and he's awarded one extra life!



▲ Maniacal madness with Mario as he enters the water level.



Like the previous three Mario games, mushrooms can be used to give Mario a better chance of survival. A standard mushroom will increase Mario's size, where as a green mushroom will give him an extra life. But that's not all - flowers will provide Mario with fireballs, which kill off nasties with one touch!





SUPER MARIO BROS. 4

WORLD



DINO DINOS

If you're really in a fix, magic eggs can be found along the way, which produce a dinosaur for our hero to ride! Dino's not so fenceless, either - a press of the fire button will send his tongue lashing out, and if any enemy is unfortunate to be nearby, he'll be dragged into Dino's maw, and can be spat back out as fireballs!



COMMENT



I thought there was no way that Mario III on the NES could be topped for sheer playability, but then along comes Mario IV, and blows it away! Super Mario World is a brilliant example of what the Super Famicom is capable of. The graphics are absolutely brilliant, with

some fantastic visual gags (the look of surprise on a neezy's face when it's grabbed by the dinosaur is hilarious) and the marvellous music (complete with honky-tonk piano samples) really shows what the Super Famicom's PCM sound chip can do. Quite apart from all that, the gameplay is just so addictive, you'd better be prepared to stay stuck to your screens until you've completed it! Overall, a totally fantastic game - what more can I say?

ROB SWAN



THANKS!

Thanks to Console Concepts (0783 712756) for the loan of the cartridge used in this review.

MARIO - A LIFE

After arcade starring roles in Donkey Kong, Donkey Kong Jr, Mario Brothers (which also featured Luigi) and Super Mario Brothers, Mario moved to the NES in a conversion of SMB. This last title was hailed as one of the best games of all time, and with Mario fans everywhere screaming for a sequel, Nintendo followed it with Super Mario Brothers II, which starred Mario, Luigi, Princess Mushroom and Toad the Mushroom Retainer. Coming soon to the NES is Mario 3, whose gameplay has much in common with Famicom Mario World!



COMMENT



My word! What a truly terrific game! With seven worlds and over a hundred sub-levels, Mario IV has incredible depth of gameplay. Jaz managed to complete the game and he'd only seen 46 of the sub-levels, so there's plenty of lastability in there even after you've

blasted the final nasty (and you've got to see that to believe it!). With it's amazing graphics and mindblowing sound (the music even echoes when you're underground), Mario IV is a stunning game - thank God you get it free with the Super Famicom!

PAUL
GLANCEY



▲ High above in the sky, Mario strikes gold with the aid of his magic cape!

SUPER FAMICOM

GRAPHICS	94
SOUNDS	96
PLAYABILITY	97
LASTABILITY	95

OVERALL 96

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F-15 Strike Eagle II is already available for IBM PC's and compatibles, and is coming soon for Commodore Amiga and Atari ST

IBM SCREENSHOTS SHOWN



CHEAT MODE

Flippin' hell! The amount of times I've seen that old Amiga Betman cheat is incredible (it's over 15 months old!), and some of you are even copying cheats from MEAN MACHINES! Well, try sending in some decent tips, maps or player's guides for decent games and you'll win the £150.00 worth of software! Just imagine - all those new games... Get goin' - I'll be waiting for YOUR tips!

ALL FORMATS

JAMES POND

Millennium sent us a whole stack of hints and maps for this fab game, but unfortunately we didn't have the space to print them all this month - hopefully I can get them in the next issue. In the meantime, though, you Amiga owners can type in JUNKYARD then press RETURN while you're playing the game to activate the cheat mode. ST players can achieve the same just by typing MRZ then pressing RETURN. Hitting RETURN again toggles the cheat mode on and off, and when it's on a protective fairy constantly circles James. Pressing D also makes the locks disappear from the mission pipes.



CHAOS STRIKES BACK

A brilliant cheat for ST and Amiga versions of this totally classic follow-up. Find a dragon and cast MON ZO GOR SAR and hit ESC. Hold down the left ALT key and type in: LORD LIBRASULUS SMITHES THREE DOWN. Unpause the game and kill the beast. He leaves behind a firestaff (yeah!) and even better - the party is now invincible! Cheers to Hobbit from nowhere in particular.

MANCHESTER UNITED

A terrific management/fooly game with a pretty low-down cheat! If you're losing whilst playing, simply press the appropriate button to initiate a two-player game. The opposition will freeze and you'll be able to win the match with ease!



SPECTRUM

RUFF AND REDDY

A pretty jolly budget effort from Hi-Tec, with a hidden cheat mode - as revealed by Eloy Williams from West Bromwich. On the title screen just type DYLAN for infinite lives!



LITTLE PUFF

A pretty standard cheat mode - just hold down all the keys in order to become invincible! Another little cheat from Eloy Williams from West Bromwich.



YOGI'S GREAT ESCAPE

Crikey! Ipi! Elroy Williams strikes gold or something with this little cheat for the basket-snatching bear's zany adventure! Simply define your keys as I,C,E and SPACE for infinite lives.



C64

GOLDEN AXE

During the game press run stop and then the close brackets/semi colon key. It will now skip to the next level and you can do this up until the last level! Thanks to Tim, Rob and Mike Taylor from Ashton Under Lythe.

KICK OFF 2

Press the RESTORE key to quit the game and if you have possession of the ball at the time the button was pressed, your team will win regardless of the score! Paul Turner and Matthew Seekings from Watford came up trumps with that one.

AMSTRAD

FIRE AND FORGET

Dear me! What's happenin' to you Amstrad owners - get those tips rolling in now and I'll be able to print more! Any road up for this Titus game, simply hold your stick to the up left position. Now it'll be easy to finish the game! Return to the road only to pick up fuel! Sorry, Mr Amstrad tipster - I'm afraid your name and address... disappeared! (Woo-eeeee-oooo!)



RENEGADE 3

Redefine your keys and when you start a level hold down the Q, W, E, R, T, and 1 keys. You'll now skip the level! Pretty good, yes?

INDY

Not the best of US Gold's Amstrad games, but if this game is still stumping you try press T, O and D down and then press SHIFT and 2 together - you'll now progress to the next restart point. Use this repeatedly and whole levels can be skipped! Thanks to John Poulter from Hampshire. More, please!



ST: THE MOTION PICTURE

ST

TEENAGE MUTANT HERO TURTLES

Daniel Higgins from Aberdeen came across a decent cheat mode for this blockbuster game. When you have to enter a code, simply try 8859 and 1506 and then use your cheat to get the right code. When you start the game you'll be graced with infinite energy!

AMIGA

VIKING CHILD

Martin Svensgaard supplied us with ALL the codes for this decent platform adventure - and here they are:

1. IMAGITEC
2. JOJO SM
3. GUSTAVUS
4. NINJADL

DYTER-07

A pretty popular game by all accounts, though I haven't a clue why - we thought it wasn't much cop! Still this cheat should help all you space cadets who can't get anywhere on it, courtesy of Martin Svensgaard. On the loading screen type GGIB. Start the game and these keys come into effect: S. More armour. W. More weaponry at the bases. L. Skip the level.

IVANHOE

Loads of you sent in this cheat to be able to skip levels on this pretty hum-drum game. Press P to pause it, type ZOBINETTE and unpause. Pressing N will now skip a level!

NINTENDO

BUBBLE BOBBLE

Steffen Sketvold from Norway is a pretty devious little chap. He's gone and discovered a level select option for Bubble Bobble! Simply enter the password DOFFI and use the buttons A and B to change the level number. Not bad, eh?



SEGA

MICKEY MOUSE

Whilst reviewing the game, we found out the way to make the secret chests reveal themselves! Simply jump around and press the bounce button and if a hidden chest is there, it'll flash and then become solid. Bounce on the chest again and it gives either extra energy, points or even another life!

MEGADRIVE

SHADOW DANCER

Another tip for this pretty tepid Shinobi-esque effort. On the bonus stage where you're supposed to shoot all the ninjas, don't - and at the end of the level you'll get an extra life! Neil Smith from Ashford in Middlesex sent that tip in.



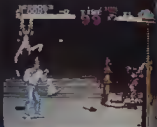
JOHN MADDEN FOOTBALL

Try these codes from Peter Allport of Cranleigh in Surrey for this fabby Megadrive American Football game! SECOND ROUND: 0465100 THIRD ROUND: 0075121 FINAL: 0475121 The final code will have you playing as San Francisco at Denver!

SUPER FAMICOM

FINAL FIGHT

Final Fight on the Super Famicom is a bit of a toughie, but try this cheat to get onto the hidden options screen. Just hold down the left button on the outside of the pad and press start and you're away MEAN MACHINE's Gary Harrod did the biz for that game!



LOTUS ESPRIT TURBO CHALLENGE PLAYER'S GUIDE

One word about our list about every home computer game: **Lotus Esprit Turbo Challenge** is one cracker of a game! Featuring a furious two-player chase and a playful, wacky race against time, you can get a little rough. So try out CAVA's made player's guide for maximum enjoyment from this awesome road racer!

THE QUICK GETAWAY

To grab as many positions as possible at the beginning, use the pit lane - the other players completely ignore it! Watch out though - stay too long in there and you'll automatically slow down!



GEAR BOX GEAR

As the instructions say, although the automatic Lotus doesn't accelerate quite as well as the manual, it can still reach the same top speeds as the manual gear box. Since changing up and down can be a real pain at times, it's best to stick to the automatic gearbox - it's still possible to reach the end of the hard level's tracks with it. If you do have a hankering to choose a manual gearbox then always choose FX rather than music at the start of a game. This way it's easier to tell when to change gear by the sound of the engine.



LOTUS HANDLING

Quite a lot of people seem to just accelerate and hope for the best. This is a bit of a stupid thing to do, as some of the cornering required can be handled with ease just by laying off the accelerator. The handling of your Lotus also increases and this is one of your best opportunities to gain a few positions.



TWO-PLAYER TACTICS

One great tactic to remember is to slow down when taking corners and steer into the oncoming path of the other player's Lotus. If he doesn't wham into the back of your car, he's a lot more likely to zoom off the road, hitting an obstacle and losing far more time! Just remember though - one of you has got to make the top ten to progress to the next track!

REFUELING

Some of the tracks require a lot more fuel than can be initially packed into your Lotus' fuel tank. On the vast majority of races refueling is best reserved for the last lap - this way you can best judge how much time you need spend in the pits. When entering the pit lane, the best way to slow down is to just clip a roadside obstacle. If all goes well you shouldn't end up off the road, but should slow down to a stop rather quickly...



LANDSCAPE LAFFS

Some of Lotus' races do not take place on the road! Other terrain includes sand and ice. Ice is simple. Just play on as usual and use the roadside obstacles to gauge where you are on the road. The other cars automatically go slower as well so victory should be simple. The steering is very unresponsive on sandy tracks, so lay off the accelerator on corners - or else!

ASTEROIDS?

There's plenty of asteroids in the Amiga version of Lotus! Simply change player one's name to **MONSTER** and player two's to **SEVENTEEN**. Start the game and admire those asteroids or something.

PRINCE OF PERSIA PLAYER'S GUIDE

Our very own Richard Leadbetter provides helpful platform prince players, with the ultimate set of tricks and tactics, guaranteed to help aspiring heros through the twelve torturous levels in this Amiga/ST/PC masterpiece!

TAKE CONTROL!

A lot of people tend to claim that this hero is a mile unresponsive at times, especially when it comes to performing intricate running jumps. If you're one of those people by using the keyboard, as the key arrangement dispenses with the tricky joystick diagonals. Remember, it takes the prince a while to perform a running jump, so it's best to push the joystick up (and to the left or right of course) a couple of steps before you want him to jump.

HANGING ON FOR DEAR LIFE!

Jamming the joystick in the diagonal direction without running makes the hero perform a from-the-spot jump which covers the equivalent of two tiles. A running jump covers three, but you have more control over a normal jump and by holding down the fire button, you can hang on to the edge of the opposite platform and pull yourself up to safety.

SAVING YOURSELF

If you're falling long distances, you can sometimes save yourself by holding down the fire button. The hero will then grab on to any platform that he passes. By the way, remember to have that button jammed down at the beginning of level seven - otherwise you'll fall to certain doom! Arrggghhh!

CUNNING SWORDPLAY

Most of the sword-wielding maniacs in Prince of Persia are pretty simple to dispatch. Just stay still and wait for them to enter the range of your chopper. That's it! On later levels, things get a bit tougher. Skeletons rise to attack you and cannot be killed. You have to keep advancing, forcing them off the platform and down to certain doom!



LEVEL SIX SWASHBUCKLING

Level six is occupied by a rather fat sword slinger, who can only be butchered with this tactic. Advance and strike immediately. The blow will be deflected, so parry suddenly to avoid the fat one's counter attack. There is now a split second delay where he is vulnerable. Strike immediately after your parry to send the obese bodyguard packing.

A SPIKE UP THE BOTTOM

Watch out for holes in the ground - they're rather deadly - sending fatal spikes zooming up between our hero's legs (ooch!). The trick here is either to jump them (pretty obvious really), or if there's a platform above, carefully step into the spike pit and jump up. Just don't fall down, that's all!



RAZOR CRUSHERS

The biggest problem you'll have with these is being forced into them if you're losing a sword fight (there shouldn't be much of a problem here if you're a skilled fighter). Getting through a field of crushers is best achieved by stepping through them carefully. It's best to start moving just as the crusher closes. That's about it, really.

POTION PUZZLING

Save your potions for when you really need them! Most of them just put your strength back up one notch. The ones that are really hard to reach usually increase the amount of energy the hero can carry. Watch out on level two, when two potions are next to one another. The one on the left poisons you - so watch it. There's also an anti-gravity potion in the game, which can help you to survive one really long fall. Good eh? Just don't expect to see it until around level seven...

SECRET ROOMS

Sometimes, a roof tile is loose and could lead the way to a vital extra life-giving potion (level three for example). Jump up and hit the ceiling and all wobbly tiles will be revealed. To remove loose tiles, just jump up at the tile, making sure you're not under it when it comes crashing down...

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1



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CONSOLES
2 BE WON!**

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5

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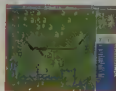
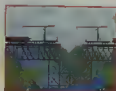



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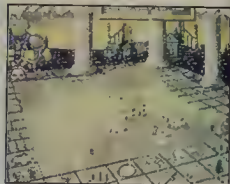
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AMIGA

1 - RoboCop II	Ocean	85%
2 - Fantasy World Olzzy	Code Masters	82%
3 - Treasure Island Olzzy	Code Masters	80%
4 - PowerMonger	Electronic Arts	95%
5 - Teenage Mutant Hero Turtles	Image Works	76%
6 - SCI	Ocean	84%
7 - 12 Hollywood Collection	Ocean	71%
8 - Fast Food	Code Masters	66%
9 - F-19 Stealth Fighter	MicroProse	92%
10 - 17 Hong Kong Phooey	Hi-Tec	39%
11 - Tournament Golf	Elite	76%
12 - Toyota Celica GT Rally	Gremlin	89%
13 - Indianapolis 500	Electronic Arts	91%
14 - Platinum	US Gold	83%
15 - Total Recall	Ocean	62%
16 - NARC	Ocean	91%
17 - MIG 29	Code Masters	20%
18 - Power Pack	Beau Jolly	82%
19 - Sega Master Mix	US Gold	74%
20 - Last Ninja 2	Hi! Squad	77%

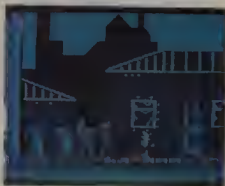


C64

1 - Teenage Mutant Hero Turtles	Image Works	80%
2 - Operation Wolf	Hi! Squad	84%
3 - Target Renegade	Hi! Squad	80%
4 - Olzzy Collection	Code Masters	81%
5 - Hollywood Collection	Ocean	63%
6 - 1 Out Run	Klax	44%
7 - 14 Double Dragon	Mastertronic	82%
8 - 1 Paperboy	Encore	47%
9 - 18 Outtiro Combat	Code Masters	67%
10 - 6 Gazza 2	Empire	70%
11 - 19 Guerlian Angel	Code Masters	40%
12 - Run the Gauntlet	Hi! Squad	72%
13 - Kwik Snax	Code Masters	65%
14 - Batman - Caped Crusader	Hi! Squad	75%
15 - Restan	Hi! Squad	88%
16 - WEC Le Mena	Hi! Squad	32%
17 - Beverly Hills Cata	Hi-Tec	44%
18 - 10 Outtiro Adventure	Code Masters	77%
19 - RoboCop II	Ocean	81%
20 - 17 Blgfoot	Code Masters	73%

ATARI ST

1 - 3 Lotus Esprit Turbo Challenge	Gremlin	89%
2 - PowerMonger	Electronic Arts	95%
3 - Fantasy World Olzzy	Code Masters	81%
4 - Speedball 2	Image Works	95%
5 - Golden Axe	Image Works	91%
6 - Teenage Mutant Hero Turtles	Image Works	76%
7 - Fast Food	Code Masters	66%
8 - Steve Davis World Snooker	COS	71%
9 - 2 Treasure Island Olzzy	Code Masters	80%
10 - Gazza 2	Empire	70%
11 - Afterburner	Hi! Squad	44%
12 - Hollywood Collection	Ocean	70%
13 - Kick Off 2	Anco	95%
14 - Super Hang-On	Hi! Squad	80%
15 - Tournament Golf	Elite	76%
16 - 12 Super Off Road	Virgin	94%
17 - Toyota Celica GT Rally	Gremlin	89%
18 - MIG 29	Code Masters	19%
19 - Advanced Fruit Machine	Code Masters	76%
20 - RoboCop II	Ocean	83%



KINTENDO

1	Teenage Mutant Hero Turtles	85%
2	Double Dragon II	88%
3	Super Mario Brotherall	96%
4	Batman	89%
5	Adventure of Link	93%
6	Track and Field II	91%
7	Track and Field II	79%
8	Megamen	92%
9	Bubble Bobble	89%
10	CobraTriangle	92%

Another new chart to C+VG - eo no more complainia from you Nintendo owners, eh? Those amphibian warriors have got number one position, but will Turtlemania last long enough for them to be able to fend off the Double Dragon lads?



SEGA

1	Golden Axe	92%
2	Wonderboy III	96%
3	Ninja	80%
4	Chase HQ	86%
5	Operation Wolf	88%
6	World Cup Italia '90	50%
7	Super Monaco GP	85%
8	Columns	84%
9	Goltamania	80%
10	World Soccer	88%

The brilliant Golden Axe hits a number one in our first Mastersystem chart, with Wonderboy III holding second, but Ninja manages to hold out against the likes of Chase HQ and Op Wolf - just.

SPECTRUM

1	Teenage Mutant Hero Turtles	Image Works	85%
2	Kwik Snax	Code Masters	65%
3	Double Dragon	Maslertronic	56%
4	RoboCop II	Ocean	83%
5	R-Type	Hit Squad	93%
6	12 Target Renegade	Hit Squad	85%
7	Dizzy Collection	Code Masters	81%
8	Operation Wolf	Hit Squad	82%
9	Out Run	Klxx	70%
10	Treasure Island Dizzy	Code Masters	80%
11	Batman - Caped Crusader	Hit Squad	77%
12	Paperboy	Encore	85%
13	Run the Gauntlet	Hit Squad	74%
14	Tracksuit Manager	Hi-Tec	81%
15	Tomehawk	Byteback	78%
16	Silkworm	Maslertronic	90%
17	Yogi - Greed Monster	Hi-Tec	77%
18	14 Quattro Adventure	Code Masters	63%
19	WEC Le Mena	Hit Squad	82%
20	Golden Axe	Virgin	65%

Again, the Turtles cling on to the top, but RoboCop II is out and gunning for number one. A pretty dull chart, otherwise - too many budget re-releases! Don't you lot buy any full-price stuff?

ROB'S TIP FOR THE TOP

I reckon that the Turtles have had their day, and now it's time for RoboCop to make his stand at the top.



Out
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8%
4%
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1%
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5%

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No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done one minute I'm the mighty Toke and the next I'm having breakfast delousing my armpits. I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miko (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fahtek Inc. is now available for your micro.

ocean

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HIGH SCORES



Dear Wimps,

Listen up - it's Sadie here! They wouldn't let me do a challenge this month so I've decided to take over their highscores pages! To make life a bit tougher for you joystick jockeys, I've cut the usual tables down to five games on each machine, plus five of the latest coin-ops! It your a bit of a reckoner, stick your scores down on the form at the bottom of the next page, and send it to: SCORE WITH SADIE, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Next month I'll be back with a challenge so until then - see ya!

Sadie

C64

What's happening to all you C64 gamers then eh? The number of C64 highscores is roughly equal to Richard Leadbetter's! Send in your scores for SCI, Robocop 2, Turtles, Lotus, or any other new releases. Go on, see if you can impress me. Somewhat rather doubtful.

SPECTRUM

Oh dear. Speccy owners have to do better than this tepid showing. Put some effort in and send in all your highscores on your latest games to the address above. Just keep those insipid incompetents, the C+VG reviewers out or I'll be round to sort you out.

NARC	120,310
Ringer Thomas, Southend, Essex	
ROBOCOP II	188,470
Paul Armstrong, Beth, Avon	
SPECIAL CRIMINAL INVESTIGATIONS	348,930
Luka Brown, Coventry	
STRIDER II	241,570
Anthony Hutchinson, Exmouth, Devon	
TEENAGE MUTANT HERO TURTLES	890,999
Ronnie Brown, Cardonald, Glasgow	

AMSTRAD

Jazz! What's goin' on with you Amstrad owners. I want scores and I want them now! You wouldn't want YOUR highscores table to be made up of just those despicable C+VG reviewers, would you? I'd sooner garrot myself with a rusty chassewire. Get to it - now!

SEGA

Not too much going on in the Sega highscore hitlist at the moment. You Sega scores seem more preoccupied with other boring things like eating and sleeping. What are you, a bunch of spineless wimps or what? I hope you can prove me wrong so get scoring and send in your coupons - now!

COLUMNS	40,126
Peter Willis, London	
GOLDEN AXE	245.0
James Noaks, Worca	

AMIGA

Take a look at these pathetic efforts, score kings. These are the scores that MUST be beaten and I'm leaving it down to you underlings to come up with the goods. Go for it - but knock those C+VG acorn out first. Go on... Just for me!

BADLANOS	38,010
Steve Rickstis, Margate, Kent	
E-SWAT	72,300
Michael Natch, Woodbridge, Suffolk	
GOLDEN AXE	290.5
Alan Bates, Portsmouth	
LOTUS ESPRIT TURBO CHALLENGE	132
Robert Swan, C+VG	
POWERMONGER	11 WORLDS CONQUERED
Richard Leadbetter, C+VG	

ST

Not a bad first showing from ST owners, but that Lotus score is very disappointing, Alex. Next door's 6 year-old golden retriever did better than that and the Turrican score should be pretty easy to smash as well. I'm leaving it in your hands.

DRAGON BREEO	110,240
John Kincaid, Gwent, Wales	
LOTUS ESPRIT TURBO CHALLENGE	126
Alex Richards, Sheffield	
PANG	84,660
Lee Davis, Tadcaster, Yorks	
ROBOCOP II	224,540
Garath King, Dartford, Kent	
TURRICAN	1,040,110
Anthony Baker, Stockport, Cheshire	

MEGADRIIVE

Not a bad showing from you hardened Megadrive gamers. Someone out there should be able to beat that Rainbow Islands score though. My probing contacts in the business reckon four or five million is a piece of cake. Know what I mean?

DYNAMITE DUKE	856,160
John Dolaghan, Worthing, W Sussex	
HELLFIRE	2,592,250
Paul Wilson, Long Sutton, Lincs	
RAINBOW ISLANDS	2,221,760
James Patchell, Long Sutton, Lincs	
SNADOW DANCER	284,900
D Brockhouse, Bolton, Lancs	
STRIDER	124,500
Mark Davies, Manchester	

NINTENDO

This is what I like to see. Enemy armies cack their trousers with fear at these NES highscore heroes, but I'm pretty certain that these scores aren't the best. Reckon you can do better? Sure you can. It's easy. Just like beating Rich's pathetic Mega Man 2 effort.

BATMAN	8,796,500
Edward Roberts, Suffolk	
MEGA MAN 2	LEVEL 9-1
Richard Leadbetter, C+VG	
SUPER MARIO BROS 3	2,550,750
Nempus Ericsson, Stockholm, Swedan	
TEENAGE MUTANT NERO TURTLES	238,900
Stuart Cuthbertson, Wincelord, Cheshire	

GAME BOY

Hmmm. Are you Gameboy players any good or what? A rotting plank of wood plays Boulder Dash better than any C+VG reviewer. Beat that score and I'll be eternally grateful. While you're at it, I hear disturbing news that the nauseating Paul Glancey can beat that Batman score. Do something about it - now!

BATMAN	365,920
Michael Simpson, Glasgow	
BOULDER DASH	3,990
Richard Leadbetter, C+VG	
PACMAN	150,230
Nicola Parner, Hastings	

TEENAGE MUTANT NINJA TURTLES

John Dolaghan, Worthing, W Sussex

TETRIS

Steve Laung, Kainvaldale, Glasgow

184,500

363,604

PC ENGINE

I don't believe it! What's the problem with you PC Engine owners. Nave you given up gaming for good, or what? I suggest you get back to that little crummy number of yours and thrash out scores on your hottest games, like Afterburner, Outrun, Bombar Man, Devil Crash or Son of Dracula. Send them to me, and I'll print them next month. Got it?

SUPER FAMICOM

I find this table particularly hard reading. Someone, somewhere must have better gaming prowess than these drooling imbeciles. Super Famicom owners: score now! I don't want to see any of these names in the table next month, understand?

F-ZERO	14,120
Richard Leadbetter, C+VG	
FINAL FIGHT	1,210,612
Richard Leadbetter, C+VG	
GRADIUS III	883,820
Robert Swan, C+VG	
PILOTWINGS	LEVEL 7 (CODE 165411)
Paul Glancey, C+VG	
SUPER MARIO WORLD	COMPLETED IN 49 LEVELS
Julian Rignall, C+VG	

ARCADES

I don't like it. I want scores, scores and more scores! My baddy eyes singles out the Pitfighter score as the most susceptible to a possible Rignall attack, so make sure it doesn't happen. I'm relying on you, faithful readers.

BONANZA BROS	26,120
Nigel Callaghan, Manchester	
G-LOC	890,340
Robert Swan, C+VG	
MEGA TWINS	410,230
David Smith, Chatham, Kent	
PIT FIGHTER	275,240
Tony Hunt, Chatham, Kent	
RACE DRIVIN'	43,110
Adrian Edwards, Pinner, Middx	

Score with Sadie

Right, wimpos, you know the drill - every month, C+VG in conjunction with a major software company will be throwing down the gauntlet to all of you weaklings. If you think you're hot stuff, fill out the details on the form below - if your scores are good enough, they'll be printed in the Highscore Table, and if they're totally amazing, you could be in with the chance to go up against the laughable likes of Julian Rignall, Paul Glancey, Robert Swan or Richard Leadbetter - cretinous fools that they are!

DEAR SADIE,

I THINK I'M GREAT - MUCH BETTER THAN THOSE C+VG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME: SCORE:
 GAME: SCORE:
 GAME: SCORE:

NAME:
 ADDRESS:

066

ACE

■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

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BYTESIZE

AMSTRAD

WELCOME TO BYTE SIZE!

Here's another new feature of the new-look C+VG! We've got rid of the old Update and Budget columns, and now we'll be reviewing any new releases we can't fit into the main body of the magazine in a Byte Size column devoted to the relevant machine - so that's even more reviews for the "pound in your pocket"! As well as the reviews, we've also got Coming Soon features, which list the major games which will be "coming soon" (hence the name) to the pages of C+VG. Watch out for reviews of those in forthcoming issues!

A pretty poor month for Amstrad owners, sad to say - aix budget releases, and only three are worth writing home about...

OPERATION WOLF

HIT SQUAD

£2.99

Op Wolf was an arcade smash, a C+VG HIT conversion and now, a budget re-release. Simply bliss through six levels of scrolling enemy territory, in order to save kidnapped hostages. This is the best of the 8 bit versions, with colourful graphics and addictive gameplay, and well worth hunting down for three quid

OVERALL

85%

MIAMI TURBO GT

PLAYERS

£2.99

According to the blurb, this is a super-charged race around the streets of Miami, but this is about as exciting as a night out with Ronald McDonald. Blocky graphics and poor playability make this a budget game to leave well alone - boy racers would do better to have a look at WEC Le Mans.

OVERALL

51%



WEC LE MANS

HIT SQUAD

£2.99

Another coin-op hit, this puts you in control of a Jaguar racing car, screaming around the famed Le Mans circuit. Well received when it was first released, WEC Le Mans is still a remarkably addictive racer, and for three quid is a lot better value than some of the full priced racers about. Well worth a look

OVERALL

88%

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SUPER MONACO		
GP	US GOLD	£10.99
GAUNTLET III	US GOLD	£10.99
SHADOW DANCER	US GOLD	£10.99



TURBO KART RACER

PLAYERS

£2.99

Turbo kart racing may be fun, but this "simulation" certainly isn't! Ultra jerky scrolling and single colour karts that judder around the screen don't inspire confidence, and the frustrating playability finishes this right off. Pretty dire, so leave this well alone

OVERALL

22%

HAWK STORM

PLAYERS

£2.99

Another Players budget release, Hawk Storm pits you against the evil Henks in this platform blast 'em caper. It's not overly pretty to look at, and it suffers from being extremely difficult to play. Real hard men might get a few hours of enjoyment out of it, but so does steer clear

OVERALL

46%

IMPOSSIBALL

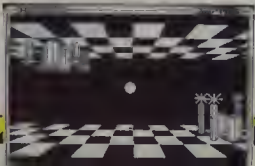
PLAYERS

£2.99

This Hewson re-release puts you in control over a ball, which must bounce over myriad horizontally scrolling levels, each pitted with deadly obstacles which must be overcome. Although pretty tough, and not overly colourful, Impossiball is a game that'll have you hooked for a fair old time

OVERALL

80%



BYTESIZE

AMIGA

After the Christmas onslaught of mega releases, there's not really that much of note going on in Amigville. Highlight of the month must be the breathtaking Speedball 2, but enough of this banter... On with the review!

SPEEDBALL 2 IMAGEWORKS

£24.99

Incredible! The ST version was good, but the Amiga version has everything! Smooth scrolling, a new 32 colour pitch and totally amazing sound (you can even hear the ice-cream vendor in the crowd!) And there's labbo (intro music composed by new band Naton 12). For sheer playability and depth, Speedball 2 is probably the best sports game ever seen on the Amiga! Go for it, or alternatively feel rather stupid.

OVERALL

97%



TEENAGE MUTANT HERO TURTLES IMAGEWORKS

£24.99

Turtles cleaned out the pockets of gamers everywhere over Christmas, but we've only just sent the game for review! It is basically the same as the Speccy and Amstrad versions reviewed a couple of months ago and is quite a good laugh to play. Unfortunately, the scrolling is jerky and there's a long delay as the game decompiles. Recommended to Turtle fans only.

OVERALL

76%

OBITUS PSYGNOSIS

£34.99

It's 'free' T-shirt time again from Psygnosis in their latest graphical extravaganza. A three disk epic quest awaits you with the action displayed in nicely animated 3D graphics. You control the game with the aid of a novel point 'n' click interface, but the action is unfortunately rather unexciting. RPG buffs best look at Dungeon Master (or if you've already got that, Chaos Strikes Back) both are far more engrossing.

OVERALL

64%



COMING SOON!

GAME	COMPANY	PRICE
NAVY SEAL'S SECRET OF MONKEY ISLAND	OCEAN	£24.99
HYDRA	US OLD DOMARK	£24.99
SKULL AND CROSSBONES	US OLD DOMARK	£TBA
TOKI	OCEAN	£24.99
CRUISE FOR A CORPSE	US GOLD	£24.99
EPIC	OCEAN	£24.99

DRAGON'S LAIR: TIMEWARP READYSOFT

£44.95

Buy Dragon's Lair, Space Ace and Escape From Singa's Castle? If you did and you enjoyed them, then you'll love this. The problem is, here at C+VG we like a bit of interaction and just like it's predecessor, Timewarp is just a case of moving the stick in the right direction at the right millisecond. Lovely graphics of course, but the lack of gameplay means this can't be recommended.

OVERALL

42%

WARLOCK THE AVENGER MILLENNIUM

£19.99

Remember Druid - the C64 Gauntlet-type classic? Now Millennium have produced 16 bit versions with nice presentation screens, a new set of dungeons and meemies, but the same Gauntlet-style gameplay. If you enjoyed Druid on the C64 then you'll love this. However, even with the new dungeons the game concept definitely seems a tad dated, and the rough graphics don't help much. Try before you buy.

OVERALL

72%

WRATH OF THE DEMON READYSOFT

£29.99

As the saying goes, 'pretty graphics do not a good game make' and this certainly goes for Wrath of the Demon. The game features some stunning graphics with sound which is very similar to Psygnosis' Shadow of the Beast. The game's lack of playability, however, makes for a very average game.

OVERALL

55%



EXTRA DISK EXCITEMENT

Buy Dungeon Master fans are going to love this. The supplement disk provides extra content for the greatest RPG on the Amiga. Incredibly tough though, even with this new selection of brawled-up characters, players are advised to build up their strength on Dungeon before checking out this stunning add-on. Core Design have just released the Corporation Mission Disk. The game is much the same as before but the map layouts are completely new and there's plenty of new monsters to blast! At £4.99 this is great value to fans of the original game.

BYTESIZE

C64

Ho hum. The only thing of note to appear on the old C64 of late are the two new Thalamus games, *Creatures* (which is fabbo and no mistake) and *Summer Camp*. Otherwise it's a time to take a trip to Budgetsville, Arizona for this month's round-up.

BATMAN - THE CAPED CRUSADER HIT SQUAD

£2.99

Time to dust off that cape and get back into crime bustin' with Batman in this comic strip style romp (which isn't based at all on the movie). The lion fighting action isn't bad and there's two adventures to solve. Three quid is pretty value for this rather entertaining game. One of the better budget games doing the rounds.

OVERALL

83%

TURBO KART RACER PLAYERS

£2.99

Take two player action, a racing track and a few "turbo karts" - and what do you have? This new Players release, that's what. Unfortunately, you've also got laughably tiny sprites, banal backgrounds and a minuscule playing area. Turbo Kart Racer is a dire release that isn't worth 50p, let alone three quid.

OVERALL

24%

GAME	COMPANY	PRICE
		0.
		£1
		£
		4
		4



FIRELORD PLAYERS

£2.99

Steve Crow's old Hewson arcade adventure went down a treat when it was first released on the Speccy ages ago. The C64 version is exactly the same, featuring the same line of repetitive running around and searching. The game concept's rather old now and Firelord is pretty tedious by today's standards. Only for arcade adventure fans only.

OVERALL

61%

SPECTRUM

Oh dear, oh dear - a very sad time for Speccy owners - just three (count 'em) games, and only one of those is halfway decent. Maybe next month, perhaps?

RETURN OF THE JEDI HIT SQUAD

£2.99

The third in the trilogy, Jedi differs from the other two as far as it uses a ZX-style viewpoint rather than vector graphics, but even so, the Speccy conversion of the Atari coin-op is dull, repetitive, and not a whole lot of fun. Recommended to fans of the films and the coin-op only.

OVERALL

43%

TOP CAT HI-TEC

£2.99

Of TC and his gang are back, to save Benny the Ball from becoming cat food at the hands of a dastardly butler. Previous Hi-Tec licenses have been a bit of a mixed bag, but this is quite a laugh, with some really nice graphics and an addictive nature that keeps dragging you back for "one more go". Check it out!

OVERALL

82%

COMING SOON!

GAME	COMPANY	PRICE
TOTAL REGALL	OCEAN	£1.99
TOKI	OCEAN	£1.99
SUPER MONACO		
BP	U GOLD	£10.99
GAUNTLET II	US OLD	£1.99
HYDRA	DOMARK	£0.99
SKULL AND		
CRO-BONES	DOMARK	£0.99
SHADOW DANCER	US GOLD	£0.99

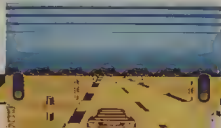
MIAMI TURBO GT PLAYERS

£2.99

Although fairly naïf on the other 8 bits, the Spectrum version of this Chase HQ-alike is a clutch quite enjoyable, but after a few plays, the fun factor drops considerably - leaving this a rather dull racer to play. If screaming about in a car is your buzz, take a gander at WEC Le Mans instead.

OVERALL

72%



BYTESIZE

ATARI LYNX

Boy oh boy! Atari are really churning out the Lynx carts these days, and there are loads due in the months to come - check out the release schedule in COMING SOON below. This month we've got Robosquash, Rampage, RYgar and Rrr... Shanghai, but watch out for more next issue.

SHANGHAI

ATARI

£29.99

This computer version of Mah Jongg gives you a pile of 288 tiles which you have to get rid of by finding matching pairs and sliding them off the board sideways. It's an absorbing game which puzzle fans (especially the slower thinkers for whom Klax was too nippy) should love.

OVERALL

84%



RAMPAGE

ATARI

£29.99

Up to four ComLynxed players take control of giant mutants in this conversion of the Bally-Midway skyscraper-smashing coin-op. The graphics are spot-on throughout, but like there just isn't that much to the gameplay, and anyone but fans of the original will find demolishing building after building a mile tedious.

OVERALL

60%



COMING SOON!

GAME	DATE	PRICE
NINJA GAIDEN	FEB	£29.99
WORLD CLASS		
SOCCER	FEB	£29.99
NFL SUPERBOWL	MARCH	£29.99
VINDICATORS	MARCH	£29.99
CHEQUERED FLAG	MARCH	£29.99
WARB RDS	MARCH	£29.99
GRID RUNNER	MARCH	£29.99
TURBO SUB	MARCH	£29.99
APB	APRIL	£29.99
SCRAPYARD DOG	APRIL	£29.99
XYBOTS	APRIL	£29.99
720 DEGREES	JUNE	£29.99
CASINO	JUNE	£29.99
PACLAND	JULY	£29.99
STUN RUNNER	SEPTEMBER	£29.99



ROBOSQUASH

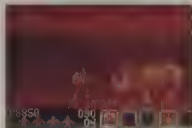
ATARI

£29.99

Effectively Robosquash is a 3D version of the arcade antique, Pong. The idea is that you hit the ball past your opponent's paddle which is at the far end of the court, and stop him hitting it back past yours. Power ups and smart graphics even things up a little, but there isn't quite enough variety to keep the game exciting for very long.

OVERALL

70%



RYGAR

ATARI

£29.99

Take control of a barbarian king armed with deadly spiked yo-yo then leg it through 23 scrolling levels of caves and volcanic backdrops, clearing them of evil creatures. The coin-op was never a hit, and this conversion is just as dull. The run-and-bash gameplay isn't too stimulating, and there's no significant variation from level to level. Even the graphics aren't that good, so only rabid fans of the original need apply.

OVERALL

46%

BYTESIZE

MEGADRIIVE

Crikey! Billions of Megadrive releases both official and import, but hardly any of them are much cop! For the official machines, EA have launched Zany Golf while Virgin have released ESWAT, Arnold Palmer's Golf, Super Real Basketball, Super League Baseball, Moonwalker, Ghostbusters, Twin Hawk and Phantasy Star II - a decent bunch apart from World Soccer which doesn't even deserve to be sneezed on. Here are some more import Megadrive reviews to keep you occupied...

WONDERBOY 3

SEGA

£37.00

It's time to get out that nappie and ready yourself for yet another test of your platform shoot 'em up skills. With its jolly graphics and appealing sound, Wonderboy 3 is initially quite enjoyable, but the action is quite monotonous so it all gets pretty tedious after a while. One for arcade fans only.

OVERALL

67%

DANGEROUS SEED

NAMCOT

£37.00

Fly your Anti-Alien Doom Mobile across several stages of vertically-scrolling scenery in this shoot 'em up non-event. This is a tedious effort to be sure, and even the power-ups are nothing new. It's very easily completed, too, so only extremely inexperienced laser lens have a chance of getting their money's worth.

OVERALL

50%



HEAVY UNIT

TOHO

£37.00

Yet another lamping opportunity to race across a multi-directional scrolling playfield dishing out photon violence to anyone who dares cross your path. Though it's not particularly pretty, Heavy Unit is quite a jolly game, but Hell fire still rules supreme.

OVERALL

75%

COMING SOON!

GAME

DATE

PRICE

MIDNIGHT
RESISTANCE
SPIDERMAN
RAIDEN

TBA
TBA
TBA

£37.00
£37.00
£37.00

THANKS

Thanks to Console Concepts (formerly PC Engine Supplies) of Stoke for letting us borrow all of these games! Call them on (0782) 712759.



GAIN GROUND

SEGA

£37.00

Best described as Gauntlet without the scrolling (and the enjoyment!), the objective of Gain Ground is to just reach the exit on the other side of the screen shooting soldiers on the way. It's very simple and very boring. You'd have to be stark raving mad to put with thirty odd quid for this - and you can't even use it to fertilise the garden.

OVERALL

49%

DARIUS 2

TAITO

£37.00

Yes, you guessed it! Another horizontally shoot 'em up with extra weaponry! Lordy, when will these programmers come up with a more original idea? Still, Darius has nice graphics and sound and is pretty playable as well. As we said before though, Hellfire is still the best blast around.

OVERALL

79%



SWORD OF SODAN

ELECTRONIC ARTS

£39.99

Remember Sword of Sodan on the Amiga? It had brilliant graphics, sound but pretty tedious gameplay. Much the same applies to this Megadrive version, except that the graphics and sound are actually worse! Just waiting around slashing things with your chopper is exceptionally monotonous after a couple of plays, and there isn't even the amusing speech to alleviate the boredom.

OVERALL

57%



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HARD DRIVING	AFTERSHOCKER II	TURTLES	BASEBALL STARS
MAGICAL HAT	RADIO LEPUS	D. DRAGON	SUPER SPY
SHADOW DANCER	VIOLANT SOLDIER	SKATE OR DIE	VIETNAM 1975
ELEMENTAL MASTER	THUNDERBLADE	ROBOCOP	JOY JOY KID
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CRACKDOWN	AERO BLASTER	BALLON KID	LEAGUE BOWLING

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BYTESIZE

NINTENDO

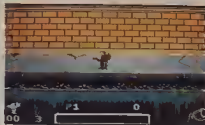
COMING SOON!

GAME
GREMLINS 2
SUPER SPIKE
VOLLEYBALL

DATE
NINTENDO
NINTENDO

PRICE
£TBA
£TBA

Plenty of new releases for NES owners this month - some totally fabby, some incredibly dire. Console yourselves (srl arf) by buying a copy of the brilliant Snake, Rattle and Roll (reviewed on page 86) or Solar Jetman (page 82). Here's a quick round up of the rest, which, we're sorry to say, don't have prices because Nintendo's price list wasn't quite up to date...



GHOSTBUSTERS 2 NINTENDO

£TBA

Remember the Ghostbusters? Of course you do, and here's the game of the sequel courtesy of Nintendo. The game is divided into a number of sub sections with plenty of ectoplasmic excitement. Unfortunately, although a good laugh, this game has awful graphics, average sound and isn't exactly a steal at the price. Avoid.

OVERALL

61%

BAD DUDES NINTENDO

£TBA

Yet more beat 'em up thrills as the player adopts the mantle of a Bad Dude traversing the horizontally scrolling playfield dispensing unbridled levels of violence to other Bad Dudes. Flickery graphics, tedious sound and yawn-worthy gameplay make this one NES cart to avoid. Go for Double Dragon 2 instead.

OVERALL

49%



RESCUE NINTENDO

£TBA

Terrorists have taken over an embassy, and it's down to your crack elite SAS squad to "go in there" and dispense lead death to any terrorists who dare cross your path. Don't kill the hostages though - you've got to save them. The game is divided into sub-sections and each is pretty entertaining - but rather easy. Leave this week alone.

OVERALL

58%



MEGAMAN 2 NINTENDO

£34.95

Or Wily's back, and it's down to Megaman to beat off all of his robotic henchmen, bag their weapons and make his way to Wily's castle for the final confrontation. This platform masterpiece is only beaten by the Mario series for sheer brilliance and ranks as a totally fantastic and highly addictive game! We've had an imported version since last August and we're STILL playing it. Buy it as soon as you can - you won't be disappointed!

OVERALL

95%

PINBOT NINTENDO

£34.95

Yet more brilliance from Rare - the dudes behind Snake, Rattle 'n' Roll and Solar Jetman. This conversion of a classic Williams pinball boasts millions of bonuses, great ball action (thank), superb graphics, superb sound and speech and a rather addictive line in playability. Check it out now!

OVERALL

90%

BYTESIZE

PC COMPATIBLES

Phew - heaps of PC stuff this month, and most of it's pretty good too! Remember, though, a lot of the arcade stuff is designed to run on fast PCs - 286s or faster. All the games reviewed here were seen on a machine running at 26 MHz (ie very fast indeed) and 13 MHz (quite speedy), and on Amstrad 2086 running at 8 MHz (not terribly quick).

4D SPORTS DRIVING MINDSCAPE

£29.99

Drive 11 fast cars around tracks of your own design comprised of such hazards as loop-the-loops, alcatraz, pipes, jumps, forks and elevated sections. If you're playing on a fast PC this sim provides a really great feeling of driving, and makes the original PC Hard Drivin' look pretty wandy. Sub-12 MHz machines make it look less impressive, though, even with the scenery switched off.

OVERALL

84%

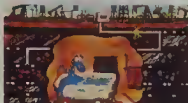
OIL'S WELL SIERRA

£24.99

Originally an Atari 8 bit game many years ago, this has been spruced up with 256 colour graphics. You have to guide your pipe through a maze of passages to grab oil pellets, while avoiding mutant insects. It's a very simple game, and not a particularly thrilling one - even with 256 colour graphics.

OVERALL

65%



ELVIRA ACCOLADE

£39.99

Help the buxom horror hostess regain control of her ancestral castle in this rather gory graphic adventure by Horrorsoft. The command system is easy to use, the plot and puzzles are engaging and the game is made even more entertaining by the graphic and sound effects. Be warned, though - even the unshockable C+VG staff found some of the graphics a little disgusting. Definitely worth buying if that (and the price tag) isn't a problem, though.

OVERALL

84%



COMING SOON!

GAME	COMPANY	PRICE
SIMEARTH	MAXIS/OCEAN	£TBA
RETALIATOR	OCEAN	£TBA
BATTLE COMMAND	OCEAN	£TBA
HARD DRIVIN' II	DOMARK	£TBA
MIG 29	DOMARK	£TBA
SECRET WEAPONS OF THE LUFTWAFFE	US GOLD	£TBA
DEATH KNIGHTS OF KRYNN	US GOLD	£TBA



STELLAR 7 DYNAMIX

£29.99

Another revived oldie - this time a souped-up game of Battle Zone with lovely 3D graphics (if you've got VGA) and plenty of enemy robot ships to take apart. A worthy purchase for 286 owning blast fans.

OVERALL

86%

ALPHA WAVES INFOGRAMES

£29.99

An abstract 3D platform game, in which you guide a bouncing thing through mazes of rooms, collecting crystals. Infogrames claim that the frequency of the sounds emitted by the PC sooths the troubled mind, but your reviewer turned out to be immune to such brainwashing. Original, and absorbing for a while, but it's a bit too frustrating to keep you happy for long.

OVERALL

70%

LINKS US GOLD/ACCESS

£TBA

From the people who brought you Landerboard, this 3D golf sim sculpts shaded hillocks and bunkers on the fairway in 256 colour VGA graphics. The cliff-top scenery is stunningly realistic and the speaker even reproduces sampled birdsong to make the experience complete. The fly in the ointment is the fact that each shot takes several seconds to 'sculpt', making it very much a game for patient people. Golf groups will love it, but PGA Tour Golf, though not as gaily, is more instantly playable.

OVERALL

80%

S.T.U.N. RUNNER DOMARK

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Take your STUN ship across futuristic highways at 900 mph in this conversion of the Atari con op. Unfortunately, this version is exactly the same as the Amiga version reviewed last month and is neither faster nor more playable, even when running on a superfast 386. Don't even try it on anything slower than 12 MHz.

OVERALL

39%



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BYTESIZE

PC ENGINE

A mixed bag for PC Engineers this month, with two Sega coin-op conversions, something for grapple fans, and even blasting freaks get a look in, too!

TOY SHOP BOYS

HUDSON

£34.00

Vertically-scrolling blasting action, as you guide three flying lads over Toyland. It's yet another shoot 'em up action (ie power-ups and end of level guardians), but it scores originality points for the ability to move the heroes around in their formation, thus selecting a weapon. Not bad, but not completely outstanding.

OVERALL

70%

OUT RUN

NEC

£34.00

The classic Sega coin-op blazes onto the PC Engine after what seems an eternity of waiting, and although the graphics and sound are okay, and the game itself is fast, it doesn't take long to finish the game. Also, watch out for the shaky graphics if you have a ropesyvision PAL Engine. For fans of the genre only.

OVERALL

70%



THUNDERBLADE

NEC

£34.00

Another Sega coin-op conversion, with you at the controls of a super chopper, pitted against onerous tanks and aircraft. The arcade game was no great shakes, and this conversion suffers further with jerky graphics and yukky sound. Very disappointing.

OVERALL

46%

COMING SOON!

GAME

COMPANY

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ST DRAGON

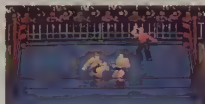
AICOM

£34.00

Bio-mechanoid blasting in abundance with this conversion of the so-so Jaleco coin-op. The main problem here is the level of difficulty - it's too damned hard! Experienced arcade blasters may glean some pleasure from this, but novice gamers will soon become frustrated. Try it out before you part with the notes.

OVERALL

77%



CHAMPION WRESTLING

TAITO

£34.00

Wrestling games seem to be something of a trend at the moment, but Champion Wrestling is something of a let-down. The graphics are pretty poor, and the control system is a bit confusing, making this a heck of a hard game to get to grips with. Unless you're wrestling-mad, leave this alone.

OVERALL

44%

CYBER COMBAT POLICE

FACE

£34.00

Shades of E-SWAT here, with a lone police officer up against various bad guys in order to save the day. The graphics and sound are reasonable, but with only one life to play with, this makes the game extremely tough going. If you're desperate for E-SWAT on the Engine, have a look, but don't expect too much.

OVERALL

67%

BYTESIZE

MASTER SYSTEM

What do Michael Jackson, the World Cup and Dick Tracy have in common? They're all new Sega Master System games, that's what! Coming soon we've got a load of hot-looking conversions from TecMagik and US Gold - check out the Previews section for full details and pics.

MOONWALKER

SEGA

£29.99

AAOW! Wacko Jacko's back to save the kids of the world - in this conversion of the Megadrive game reviewed in issue 108. This looks a lot like the enjoyable Megadrive game, but the music (which was that version's best feature) isn't as good, and without that the rather repetitive gameplay isn't enough to sustain your interest for long. Recommended only for novice gamers.

OVERALL

70%

DICK TRACY

SEGA

£29.99

Armed with a machine gun and his fists of justice, the eponymous 'ec' fights his way through 18 levels of horizontally scrolling cityscape on the hunt for villains. The graphics and sound are pretty basic, and the gameplay is a bit tedious, due to the unresponsive controls. Not a chart topper.

OVERALL

64%



WORLD CUP

ITALIA '90

SEGA

£24.99

It may be almost a year since the Final, but here's another World Cup football game - and quite frankly, it's a pretty poor effort, with some awful graphics and almost no playability whatsoever. If you're after a soccer game for the Master System, have a look at the brilliant World Soccer.

OVERALL

44%

COMING SOON!

GAME

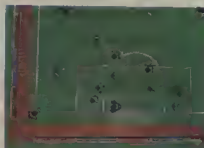
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GAIN GROUND

SEGA

£29.99

This little known Sega coin-op conversion looks like a single screen version of Gauntlet - but that's where the similarities end. As well as having dull graphics, Gain Ground is about as interesting as watching paint dry. Leave it on the shelf.

OVERALL

32%



DANAN - JUNGLE FIGHTER

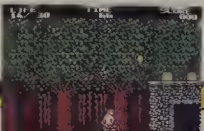
SEGA

£29.99

Swing through the jungle, and dull up a few Amazons in this rather dull platform caper. Jumping around collecting magical powers and doing over various nasties is fun for a while, but tedious soon sets in, and you'll find yourself getting rapidly bored. Have a look, but don't expect too much.

OVERALL

54%



BYTESIZE

ATARI ST

It's a bit of an odd month for ST owners, with the very poor STUN Runner and the dull World Championship Soccer, but there's the ruddy good Crime Wave to make up for it...



STUN RUNNER

DOMARK

£24.99

STUN Runner on the Amiga was little short of a joke, and unfortunately, the ST version is even worse! Jerky vector graphics (which run slower than the Amiga game!) and the complete lack of any feeling of speed or inertia make this a dire conversion indeed, and one not worth even picking up off the shelf.

OVERALL

37%

METAL MASTERS

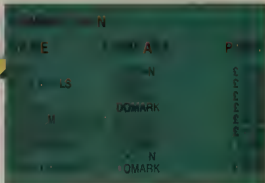
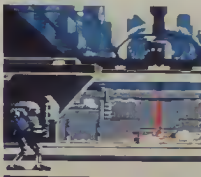
INFOGRAMES

£24.99

Mechanoid mashing with a difference, as you play the pilot of a massive combat machine, out to defeat myriad opponents, to make as much money as possible. Although the graphics are okay (even if the animation is a tad suspect), there's not enough here to make this something you'll play again and again.

OVERALL

71%



CRIME WAVE

US GOLD/ACCESS

£24.99

The president's daughter has been kidnapped (ooh, original), and it's up to you to get her back by any means, no matter how violent! To be honest, this is actually a NARC clone, but with added movie-like pieces. So if you're a fan of the NARC coin-op, and you don't mind the slightly slow pace of the action, take a look.

OVERALL

85%

OPERATION NEPTUNE

ACTION 16

£4.99

The blurb says the game contains 'unbelievably realistic sub-aquatic combat', but quite frankly, this is about as believable as an episode of Neighbours! Whilst only average in the audio-visual stakes, this is a really dull game, and even for a liver it isn't a great purchase.

OVERALL

56%

BLINKY'S SCARY SCHOOL

ZEPPELIN 16 BIT

£7.99

This cutesy platform romp puts you in the shoes(?) of Blinky, a ghost who is out to stop the threatening, phoebusting activities of Lord McTavish. With its cutesy graphics, addictive gameplay and attractive price, this is a very good game indeed.

OVERALL

80%



WORLD CHAMPIONSHIP SOCCER

ELITE

£24.99

The Megadrive carl from which this is taken is not exactly the most exciting footy game ever, and even though this ST version is virtually identical, the confusing control method is enough to drive anyone up the wall. Soccer fans would still do well to go for the cheaper (and much better!) Kick Off 2.

OVERALL

56%

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REVIEW ▶▶

NINTENDO

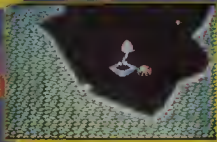
£34.95

BY NINTENDO/RARE

The man with a gift for complete lunacy is back (and it's not Rob)! After a break of a few years, Jetman has returned - with yet another scheme to get rich quick! His latest madcap caper involves collecting and recycling other people's interplanetary garbage (what an eco-logically sound gant he is, eh?).

However, on a visit to one particular solar system, Jetman comes across a piece of a once great solar warship, wrought from purest gold! After a great deal of brain bending thought, Jetman realises that the other pieces of the warship are dotted across the various planets in the solar system.

If he could collect all the pieces of the ship and return it to its former glory, all his money worries would be over and he could retire a rich man! But being such a complete thickie, Jetman has no idea how to complete this momentous task - and he needs your help!



PLENTY OF THRUST

Press the start button on your joypad and you'll immediately recognize Solar Jetman's resemblance to the ancient coin-op Gravitator. Gravity has an effect on Jetman's craft, and pulls him into the ground, so Jetman has to counter its effect by rotating his ship and thrusting. Garbage is dotted around the scrolling landscape and Jetman must collect it and return it to base. If he crashes his craft, he automatically ejects and has to return to base to collect a new craft.

COMMENT



Solar Jetman is simply one of the best NES cartridges I've had the pleasure to play this year. The Thrust-type gameplay coupled with some great power-ups make this a really playable little game, but then what would you expect from Rare (creators of the original

Specdy Jetman games)? On some planets, keeping control your craft is the hardest task - it really is a challenge just to survive! With lousy graphics and super sound, Solar Jetman is a really comic cartridge that must be bought - pronto.

**RICHARD
LEADBETTER**



SOLAR JETMAN HUNT FOR THE LOST

GLORY DAYS

Solar Jetmen is only the latest in the hopefully long line of Jetmen games! Way back in the early aughties, Jetmen became something of a cult hero amongst Spectrum owners when Ultimate Play the Game (the label for Rare's early games) released Jetpac which put Jetman in the spacecraft construction business. Lunar Jetmen was the follow-up, and there was plenty more baddie-blasting on a Defender-style landscape, and Jetman could even jump into a moon buggy and blast away in safety. Will Rare produce a follow-up to Solar Jetman? Only time (and a future issue of CVC) will tell!



JETMAN

THE GOLDEN WARSHIP



COMMENT



I've been a fan of the Jetman games ever since I bought Jetpac for my Spectrum all those years ago, and it's been great to watch the Rare team go from strength to strength since then. This is a bit of a departure from the old Jetman style, but as far as gameplay goes, I

found it far and away the most enjoyable game in the series, because there's just so much to it! The planets and cave systems within them are vast, and there's such a variety of built-on items to find and capture. I couldn't believe how big the second planet was the first time I reached it - it's like a game in its own right! The sound and graphics are functional rather than outstanding, but the fast and smooth scrolling deserves a mention. This is another great game from Rare which simply must be played to be believed!

**PAUL
GLANCEY**

POWER-UP PRICES

The level ends when Jetman gets back to his mothership with the Warship segment. Then it's time to warp off to the Interstellar Shop, where he can purchase the likes of more efficient engines, titanium bullet-packs, time bombs and homing missiles to add to any useful garbage found on the planets.



NINTENDO

GRAPHICS	93
SOUNDS	91
PLAYABILITY	95
LASTABILITY	93
OVERALL	94

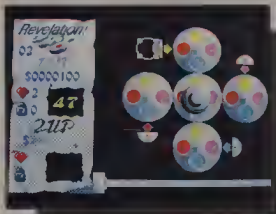
UPDATE

An ST version is also being planned by the game's creators, Teague. Expect much the same game with slightly inferior sound at the same price.

AMIGA

£24.99

Revelation!



Revelation is one of those puzzle games that seems incredibly simple, but is incredibly difficult to explain. Anyway, here goes.

The screen displays the locking tumblers of a safe, and it's your job as an allie safe cracker to open the safe before the time limit expires.

Actually manipulating the locking tumblers into opening the safe is quite a tricky process. The wheels on the screen have coloured dots arranged around the outside, and if one is turned so that, say a red dot is adjacent to another red dot on a neighbouring wheel, the second wheel will rotate one quarter turn. This in turn may cause another two colours to mesh up, so watch out for some massive chain reactions!

To actually crack the safe, the tumblers have to be arranged so that the colours on them coincide with coloured locking arrows. When all the arrows are matched up with the corresponding colour the lock opens and you can spend whatever time is remaining opening the doors on a set of strongboxes. Some hold jewels which are worth bonus points, while others are completely empty and leave the prospective thief footless.

COMMENT



Kriselle deserve praise for trying to come up with a puzzle game which isn't just another Tetris clone, but when it comes down to it, I'd still rather play Tetris than Revelation. The idea is a good one, and it's very well presented graphically and sonically (the Matt Furnie

soundtracks are very "Countdown" like). But the Rubik Cube-style interaction between different elements of the puzzle means that this lacks the hypnotic power of Tetris which comes from the player having to concentrate intently on one particular part of the screen. Without that, the game didn't really grab me enough to make me want to think about the strategy and I just played by fiddling with the tumblers semi-randomly until the safe opened. Real puzzle freaks (ie Rubik fans) should love Revelation, but it required a bit too much abstract brainwork for my taste.

PAUL
GLANCEY



AMIGA

GRAPHICS	80
SOUNDS	85
PLAYABILITY	80
LASTABILITY	77
OVERALL	80

REVIEW

NINTENDO

£34.95

BY NINTENDO

SNAKE RATTLE 'N' ROLL

Rattle and Roll are two snakes - not your ordinary variety, however, (these two live in a strange world of checkered landscapes, seas, waterfalls, stereo speakers, and, of all things, manholes). Their fate in life is to get from level to level by eating enough Nubby Pibblys (small creatures that infest the landscapes) to become heavy enough to ring a bell at the top of a weighing machine, which in turn will open a door to the next level.

There are a fair few nasties out to put paid to our reptilian heroes' schemes - flapping foo seats (remember Mario Mums?), big stomping leeches, a big shark, and the constant threat of falling off the landscape into oblivion!



Rattle and Roll aren't as fenceless against the bad guys - by flicking their tongues out, any nasties can be blasted into next week. But when things get really nasty, tokens can be collected to increase their speed or the length of their tongues! But watch out for the icon which reverses the snake controls!



COMMENT

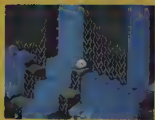


Rara (previously known as Ultima Play the Game) have proved that you don't need 16 bit power to produce a game which is as brilliant, it'll have you hooked from the word go! Graphically superb, Snake Rattle and Roll is one of that "rara" (ho ho) breed of games - an original title which is just as good, there aren't enough superlatives to describe it. The humour is very strong indeed, and it makes a nice change to play a game which is plain fun. NES owners, go forth and get this now!

ROBERT
SWAN



Snake, Rattle and Roll



COMMENT



Like Rob, I reckon that Snake, Rattle and Roll is one of the finest Nintendo games I've ever seen. Superlative graphics, awfully addictive one or two player action make this one fine release that Nintendo and Rare (again) should be extremely proud of. With playability that knocks the many MegaDrive games into oblivion, Snake, Rattle and Roll is simply superlative in every respect. Get hold of 35 quid and squander it all on this - you won't regret it!

**RICHARD
LEADBETTER**



NINTENDO

GRAPHICS	94
SOUNDS	88
PLAYABILITY	96
LASTABILITY	94
OVERALL	95



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REVIEW

C64

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BY THALAMUS

SUMMER CAMP



Grand Opening Day at Camp Waladump is soon approaching, but there's a big problem - the Stars and Stripes, the camp flag, has gone missing! Enter Maximus Mouse, the camp's resident rodent, who's bound to get the blame, unless he can find a replacement flag within 24 hours!

To find the flag, Max has to construct a vehicle to take him through each of the four massive levels that make up Camp Waladump. This is done by collecting Acme crates to make up the vehicle's blueprint - once the blueprint is complete, Max can go on to the next level!

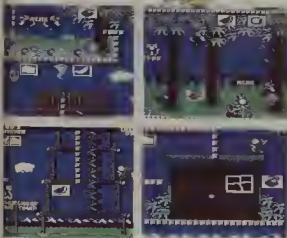
If Max doesn't succeed, he could find that he's going to be next on the camp barbecue.

COMMENT



Like Thalamus's other new release, *Cresturst*, *Summer Camp* oozes a level of playability harking back to the olden days of C64 games. The graphics are cute to the max, and the sound is a treat to the ears, with a boppy, lunkatronic tune that bounces away in the background. The game itself is a little frustrating, but is just so addictive, you find yourself playing again and again in spite of the rather tough difficulty level. If you're hankering after a brilliant platform game for the C64, check this out pronto.

ROBERT SWAN



ICON INSANITY

Dotted around the camp are various icons that will aid Maximus in his quest:

FRUIT: Replenishes firepower

MOUSETRAP: Fall! Avoid like the plague!

CLOCK: Freezes all enemies on screen

WHIRLY: Transforms Max into a mousescopier!

PARACHUTE: Enables Max to survive long drops, but can only be used once.

C64

GRAPHICS	80
SOUNDS	83
PLAYABILITY	82
LASTABILITY	85
OVERALL	85

UPDATE

Start saving, ST-owning tennis fans, because Pro Tennis Tour 2 will soon be available for your machine. Other versions are a possibility - we'll keep you posted.

REVIEW

AMIGA

£24.99

BY UBI SOFT

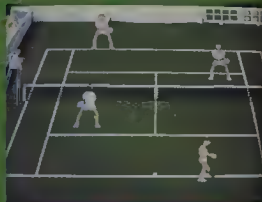


PRO TENNIS TOUR 2



Pick up your racquet and give those balls a good smashing in UbiSoft's follow-up to their acclaimed Pro Tennis Tour. It's the usual pseudo-3D graphic display with lashings of sprite-based action, as the player battles it out across one, three or five sets of tennis action.

There's also an option to take part in all of the major tennis tournaments the world has to offer, along with a choice of different pitches. And there's plenty more where that came from.



COMMENT



The problem with Pro Tennis Tour 2 is that underneath all the flashy exterior lies a pretty basic game - okay, the graphics and sound are both very nice, and there's a whole sack-load of options, but after two or three games, the interest wanes, and you'll find yourself relegating this to the cupboard to gather dust. Aspiring John McEnroes will probably get a fair old bit of fun out of this, but others will get bored with it after a while.

ROB
SWAN

AMIGA

GRAPHICS	81
SOUNDS	78
PLAYABILITY	80
LASTABILITY	80
OVERALL	80

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REVIEW ▶▶

MEGADRIVE

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BY SEGA

MAGICAL TURBO ADVENTURE

CRYSTAL CLEAR

On the weapons window, the hero's current inventory is displayed and it's here that the player can utilise any crystals that he's picked up. There are four varieties and each has a different affect, like making the screen go all wibbly (and killing all of the enemy sprites) for instance. Other pills and potions that the hat-wearing hero has collected can also be selected here for instant use.



COMMENT



Is this Psycho Fox, or what?

Apart from a graphical facelift, this is practically a Megadrive version of the classic Sega game Sili. The playability of Magical Flying Hat Turbo Adventure makes it stand head and shoulders over the majority of banal Megadrive games that infect

the office at the moment, although where does the "Flying" come into it? Any road up, with its great graphics, bonus games and huge levels, this game is highly recommended. Be warned though, as Rob will tell you, it's a tad frustrating at times.

**RICHARD
LEADBETTER**

THANKS

Thanks to Console Concepts (0782 12755) for the loan of the cartridge used in this review.

FLYING HAT ADVENTURE!



TURBO HAT TRICK

So what's so special about this hat thing that gives the game its rather unusual name? Erm, not a lot really except that it's so big inside, our hero can store all his goodies in there and make them readily available for use should the need arise. The Deluxe Magical Flying Turbo Hat also has a free cape attachment which slows down the wearer's fall, enabling our hero to cover yet more ground with a single leap! Pretty groovy, yes?

COMMENT



Frustrating!? That's an understatement, and no mistake! Magical Flying Hat Turbo Adventure (the winner of the 1991 Weird Game Title Comp) goes from dead easy to absolutely infuriating! Gripes aside, though, this is one of the best platform games available for the Megadrive, with big, colourful, cutesy graphics, and an addictive nature which grabs you by the throat and doesn't let go. The latest crop of Megadrive shoot 'em ups isn't particularly inspiring so this is definitely one to go for.

ROB SWAN

STATUE SECRETS

All of the extra pills, potions and crystals found in the game are collected by punching the heads of statues! But beware: sometimes this hooliganistic behavior results in nasty enemy spies appearing instead of some nice goodies!

MEGADRIVE

GRAPHICS	83
SOUNDS	84
PLAYABILITY	82
LASTABILITY	84
OVERALL	84

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MEGADRIVE



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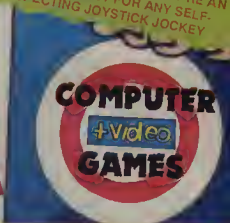
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ARCADE

Jazz's

Jaz takes a trip to the Amusement Trade Exhibition at Olympia, and discovers that, amongst all the rehashes of old shoot 'em ups, there are one or two gems coming soon to an arcade near you...

SIT IN THIS AND SWIVEL!

A very interesting Sega machine revealed at the ATEI amusement show last month was R360, a coin-op which literally turns your world upside down.

It's basically G-Loc with very big knobs on, and certainly gives you the ride of your life. When you climb into the machine a big safety bar comes down over your shoulders to lock you into the seat - then it's time for action.

As you play the game, the machine spins and turns through 360 degrees in all directions, so you're turned around and upside down in the most sickening manner. It's certainly great fun, but there are a couple of down-sides: first of all the machine costs over £20,000 - so don't expect many arcades to get one. And if they do, goes are likely to cost upwards of £2.00 a shot! Still, if you see it, play it!



RADICAL ROAD-RACING

The other Sega coin-op premiered at the ATEI show was Red Mobile, a car racing game which gives you the opportunity to race other drivers over a variety of tracks through different weather conditions. It's certainly technically superb, and has exceptionally realistic 3D, but it lacks original features and that addictive spark that makes most Sega race games great fun to play.



ADON



MAD DOG MCCREE

The first laser disk arcade games appeared back in 1983 and wowed the arcade world with their live action and cartoon quality images. However, early models suffered from terrible unreliability (the sensitive laser disk equipment simply wasn't strong enough to take the punishment arcade machines get), and also there were gaps between scenes as the laser disk head moved from one part of the disk to another. However, Atari has revitalised the machinery, spud it all up and are pioneering the laser disk comeback!

Mad Dog McCree sends you back in time to the wild west, where men were real men, and Indians were being mercilessly slaughtered. The idea is to shoot your way through town. The screen shows a variety of different scenes, and cowboys pop up from all sorts of unexpected angles. Some are bad guys - shoot those suckers dead. But some don't brandish any sort of weapon at all are should therefore be left alone.

Basically the game is a test of reflexes and observation, requiring you to gun down the baddies and ignore the goodies. The picture quality of the real-life action is astonishing (I've got no choice but to give 100% to the graphics, because they're real and therefore can't be faulted), and there are no gaps during play. Sound is also excellent, because that's real too!

Mad Dog McCree is great fun to play and is a refreshing change from the usual coin-op shooting fare. Let's hope more games of this type appear soon!

BURGER TIME AGAIN

A quick mention to Data East for bringing an ancient concept out of the store cupboard. Super Burger Time is a sequel to the ancient 1980 platform coin-op which had you rushing around the screen attempting to create giant hamburgers while avoiding the attentions of marauding mutant ingredients such as eggs, peppers and pickles! It's all jolly good fun and is certainly addictive for a while - check it out if you want a nostalgic trip to the past.



ATARI

GRAPHICS	100
SOUNDS	100
PLAYABILITY	93
LASTABILITY	87
OVERALL	90

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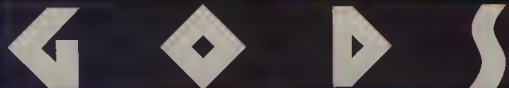
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PREVIEW

BY RENEGADE

Tha Bitmap Brothers are back, with this, thair first release under the new Renegade label. Loosely based on Greek mythology (thair words, not ours!), Gods puts you in the shoes of a bemuscl'd warrior, whose task it is to travel through myriad platform-strewn levels, collecting as much treasure as possible. Sounds easy, yes? Not when there's all manner of waird and wonderful nasties out to stop



you in your tracks, isn't it! Add to that all sorts of traps and puzzles that have to be overcome, and the stuff really hits the fan! Tha warrior has a fair few weapons of his own at his disposal, but all have their advantages and disadvantages, depending on your whereabouts.

As you can see from the screenshots, the graphics are absolutely stunning (as is the norm with Bitmap games), and when Our Rob took a trip to the Bitmap offices in Wapping recently to have a look at how GODS was prograaaing, he was indaad mightily impressad. How will tha finishad product bear up under close scrutiny, we haar you ask? Well, you'll just have to check a futura issue of CVG to find out, won't you?



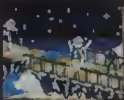
VERSION	DATE	PRICE
AMIGA	TBA	£24.99
ST	TBA	£24.99

PREVIEW

BY SYSTEM 3

THE LAST NINJA

After the rather disappointing 16 bit versions of Last Ninja 2 (which, System 3 are keen to point out, were written by Activision, not them), those Pinner chaps are ready to unleash the third in their Ninja series, once again pitting the Last Ninja, against five evil Shoguns and their forces in Tibet. Last Ninja 3 certainly looks similar in style to the last two adventures, but as you can see, the graphics are little short of stunning - and so they should be, because Robin Levy, who produced the fancy C64 visuals for Thalamus' Armalyte is the man responsible! Because the C64 version is on cartridge, it promises to have a whole lot more in it than the previous two instalments - more fighting, more weapons and whole lot more adventuring. Will it match up to the two previous corkers? Seems a distinct possibility, but for the full story, check out the review in the April issue of CVG.



VERSION

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SILENT, INVINCIBLE, INVISIBLE...

PREVIEW



BY IMAGEWORKS

PREDATOR 2

The alien warrior that hunts for sport is back again, in ImageWorks' conversion of the up-and-coming sequel to Big Arnie's 1988 smash hit. Set in downtown LA in the year 1995, the player takes the role of Harrigan, a no-nonsense cop (played in the movie by Lethal Weapon copper, Danny Glover) attempting to put an end to the vicious drug war between the Jamaicans and the Columbians which has brought the city to its knees. Enter one fully armed alien into the fray, and what do you have? Full scale carnage, that's what! Set over four levels, Predator II has been in development since last autumn. Those "hot" Arc Developments fellows (of Forgotten Worlds, Dragon Breed and Crackdown fame) are currently stuck into the programming are currently burning the midnight batteries to get this one finished, and from what we've seen, this has the potential to be a film tie-in worth looking out for.



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C64	APRIL	£10.99
AMSTRAD	APRIL	£10.99
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... HE'LL BE IN TOWN SOON WITH A FEW DAYS TO KILL

PREVIEW

BY IMAGEWORKS

ROBOZONE

Set in a totally polluted 21st century, Robozone puts you in the metal clodhoppers of a Wolverine defence robot, designed to protect the major cities until such a time when the pollution falls to a level where it becomes safe for habitation once more. But, enter the Pollutants (BOO! HISS!), intent on wrecking the cities and scavenging the metal within. Completely taken by surprise, the Wolverines were destroyed in their thousands, and now it's down to you, as the last machine, to turn the tide and defeat the Pollutants.

The game itself is set over three levels of non-stop blasting, which will make it (so Imageworks claim) '1991's ultimate shoot 'em up'. Phoo! Can this be true? We-e-ell, it is being programmed by the unstoppable mateys at Arc after all, so there may be some truth in it. Watch out for the upcoming review and we'll tell you.

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BRAT

No, no, nothing to do with superbrat Bart Simpson - this revolves around a cute, angelic baby, who by night, dreams of being a well 'ard, streetwise kid who's out on the streets of his dream worlds, looking for a "bit of boover". According to the press release, however, Brat "is still only a baby, and has lost all sense of direction" (sounds like me after a few pints of Ol' Wobbly - Rob) (remember Kids, there's nothing big or clever about drinking alcohol and Rob is living proof of that - so you've been warned - ED). So anyway it's down to you to get Brat safely through the fantasy worlds of Toy Town, The Park and Space World.

It all looks very jolly indeed, with some very colourful, lively-looking graphics, but how it all plays is yet to be seen. All will be revealed... soon (hur hur hur)...

VERSION	DATE	PRICE
AMIGA	SPRING	£24.99

PACMANIA

The manic munching yellow beach-ball is back - again! PacMan must be the only video game character to make more comebacks than Gary Glitter, but here he is once more - this time on the Master System, courtesy of new software house Tecmagik. The aim of the game is pretty basic - munch your way around the 3D scrolling mazescapes, clearing the pathways of video pills, and dodging (or even leaping over!) the ghosts to stay in one piece! Thing is, this new version has got even more in it than the Atari coin-op, including all manner of new twists, and even a secret level! Will it still be as fun to play? Check out the next issue of CVG for the full lowdown!



VERSION	DATE	PRICE
SEGA MASTER	APRIL	£29.99

MEGA-LO-MANIA



BY IMAGEWORKS

From those delectable Sensible Software lovelies (the truly wonderful people behind smashies like Wizball and MicroProse Soccer) comes this, a game of cunning and strategy which pits you against three opponents in an attempt to bring a watery, primitive world to its full potential, thereby becoming a major force in the universe. With the ability to speed up and alter the process of evolution and industrial progress, Mega-Lo-Mania covers nine different time zones, allowing such strange occurrences as cavemen flying Spitfires, Roman Centurions catching one megatonne nuclear warheads in their bare hands, and alien creatures destroying ancient civilisations! Peculiar stuff, indeed, and we can't wait to get our hands on it. The game that is. Check out the full review in next month's issue.

VERSION	DATE	PRICE
AMIGA	MARCH	£24.99
ST	MARCH	£24.99
PC	MARCH	£24.99



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A few are not

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Atomic Robokid	30 50	Chase HQ	23 95
Esqwal	30 50	Duck Tales	23.95
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Shadow Dancer	31 95	Paperboy	23 95
Wonderboy III	30 50	Spiderman	23 95

For orders or full games listing

Tel: 0767 600904

USED GAMES

For example: GAMEBOY

	WE BUY	WE SELL
Batman	12.00	16.50
Double Dragon	12 00	16.50
Ninja Turtles	12 00	16.50

RENTAL

MEGADRIVE	£3 00 per week/£5 per 2 weeks
GAMEBOY	£2 50 per week/£4 per 2 weeks

121/123 Norton Way South,
Letchworth, Herts SG6 1NZ

Tel: 0767 600904

BUY SELL OR RENT

NINTENDO SUPER FAMICOM £249

+ FINAL FIGHT / AC ADAPTOR / JOYPADS / TV OR SCART CABLE

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NEC PC ENGINE £135

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NEC PC ENGINE GT HANDHELD £259

+ MR HELI

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FEATURES OVER 9 SUPER FAMICOM GAMES AND DOZENS OF
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BOSTON, LINCOLNSHIRE, PE21 0ME

TELEPHONE/FAX: 0205 368449

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MC MARTINS C-64-5-0LE-E-8 MC

34 Keewick Gardens, Redbridge, Ilford, Essex IG4 5NB
To order phone 081-521 0652 10am to 6pm or 081-556 5673 after 6pm

MEGADRIVE

	Ja	UK	NINTENDO	Ja	UK
Cyberball	£32.00	£32.00	Batman	£24.00	£26.00
Super Real Basketball	£32.00	£32.00	Double Dragon II	£24.00	£26.00
Super Hang On	£32.00	£32.00	Turles	£24.00	£26.00
Dangerous Seed	£32.00	£32.00	Fistful of Dollars	£24.00	£26.00
Techno Cup	£32.00	£32.00	Rain Warriors	£24.00	£26.00
Warrior II	£32.00	£32.00	Baseball	£24.00	£26.00
Amazn Palms Golf	£32.00	£32.00	Mega Man II	£24.00	£26.00
Lakers Vs Celtics	£32.00	£32.00	Super Mario Bros	£24.00	£26.00

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games for the Game Gear,
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IN FACT...

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FROM
THE WACKY
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THE HARD 'N' HEAVY APRIL ISSUE HITS THE STREETS MARCH 16TH.
BUY IT OR SADIE WON'T LIKE YOU...

WHIZZ-KID
GAMES

0689 891417
MAIL ORDER HOTLINE



WE WANT YOUR OLD GAMES! - PHONE FOR OUR PART EXCHANGE LIST

GAMEBOY

TOP 10		
1	CRASH HQ	75%
2	NUB300P	25%
3	QUANTUM STORM	25%
4	TECHNOL	25%
5	DRIVECOMACON	25%
6	BIENFABES	25%
7	PROFAM	25%
8	REACTIVITY	25%
9	POWERACE	25%
10	LAUNCH	25%

Material	Weight
MEHC (NABH 1400)	250
MEHC (NABH 1400)	250
MEHC (NABH 1400)	250

LIST/GAMES		
TOTAL	NEW	16.0
NEWMAN	20.00	15.0
MAJOR LANE	20.00	15.0
BATMAN	25.00	18.0
SPIDERMAN	26.00	18.0
WHEEL FORTUNE	25.00	18.0
ORANGE	20.00	15.0
PLAYALL	24.00	18.0
TENNIS	23.00	18.0
GOLE	24.00	18.0
AN ROULETTE	24.00	18.0
LAUREL & HARDY	24.00	18.0

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LIGHT BOY - \$28.95
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NEW AND USED
PC GAMES**

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MAILORDER,
RETAIL AND
USED GAMES

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22 STATION SQUARE,
PETTS WOOD,
KENT BR5 1NA.**
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P&P £1 PER GAME, £5 CONSOLES
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- A squirt of glue, a whack in the head, and a toy is born.
- You probably won't need the automatic quality controller, because you'll never make mistakes.
- Pack 'em up, ship 'em out, make a bundle, and go home.

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Cassette & Disk,
Spectrum Cassette
Atari ST, Amiga &
PC & Compatibles

